

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

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# Unique solved — StarLzy

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

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

Filters: none

Count: 681

1.

2211A

[Antimedean Deletion](#) · [Tutorial](#)

Quality: 16,080 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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2.

2208A

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Quality: 20,234 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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3.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,685 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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4.

2183A

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Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[StarLzy's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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8.

2153B

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

Quality: 22,588 global accepts · Rating: 800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

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9.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

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10.

2164A

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**11.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,169 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers  
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**12.**

2161A

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[StarLzy's solution](#)

**13.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,873 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy  
[StarLzy's solution](#)

**14.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,305 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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**15.**

2147A

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

Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
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**16.**

2146A

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

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**17.**

2140A

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**18.**

2134A

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**19.**

2136A

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Quality: 26,121 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
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**20.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation, math

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**21.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**22.**

2093A

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Quality: 40,843 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**23.**

2084A

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Quality: 17,431 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**24.**

2086A

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Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**25.**

2092A

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**26.**

2091A

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**27.**

2091B

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**28.**

2075A

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Quality: 27,910 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**29.**

2074B

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**30.**

2074A

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Quality: 44,318 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

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**31.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**32.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,660 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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**33.**

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**34.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**35.**

2062A

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**36.**

2063A

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Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**37.**

2061A

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**38.**

2060A

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**39.**

2056A

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Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**40.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**41.**

2053A

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**42.**

2043A

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

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**43.**

2049A

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**44.**

2048A

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**45.**

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**46.**

2040A

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**47.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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**48.**

2039A

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**49.**

2038J

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Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**50.**

2038N

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**51.**

2029A

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- 52.**  
2036B  
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Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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- 53.**  
2036A  
[Quintomania](#) · [Tutorial](#)  
Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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- 54.**  
2032A  
[Circuit](#) · [Tutorial](#)  
Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
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- 55.**  
2035A  
[Sliding](#) · [Tutorial](#)  
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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- 56.**  
2027A  
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- 57.**  
2030B  
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- 58.**  
2030A  
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- 59.**  
2025A  
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- 60.**  
2021A  
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Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings  
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- 61.**  
2020A  
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**62.**

2019A

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Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy  
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**63.**

2014B

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**64.**

2014A

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**65.**

2013A

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Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**66.**

2009B

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Quality: 53,226 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
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**67.**

2009A

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Quality: 72,970 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
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**68.**

2007A

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**69.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
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**70.**

2003A

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**71.**

2001B

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Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[StarLzy's solution](#)

**72.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**73.**

2004A

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Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**74.**

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
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**75.**

1998A

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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
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**76.**

1999C

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Quality: 41,644 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[StarLzy's solution](#)

**77.**

1999A

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**78.**

1993A

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Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**79.**

1997A

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Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
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**80.**

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**81.**

1996B

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Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**82.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search  
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**83.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

math

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**84.**

2178B

[Impost or Sus](#) · [Tutorial](#)

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**85.**

2140B

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**86.**

2136B

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**87.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**88.**

2085A

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**89.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

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**90.**

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**91.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[StarLzy's solution](#)

**92.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**93.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[StarLzy's solution](#)

**94.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[StarLzy's solution](#)

**95.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**96.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarLzy's solution](#)

**97.**

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[StarLzy's solution](#)

**98.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[StarLzy's solution](#)

**99.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[StarLzy's solution](#)

**100.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[StarLzy's solution](#)

**101.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[StarLzy's solution](#)

**102.**

2147B

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

Quality: 16,966 global accepts · Rating: 1000 · first AC: 2025-09-20 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[StarLzy's solution](#)

**103.**

2093C

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

Quality: 30,846 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[StarLzy's solution](#)

**104.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,821 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[StarLzy's solution](#)

**105.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[StarLzy's solution](#)

**106.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarLzy's solution](#)

**107.**

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarLzy's solution](#)

**108.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[StarLzy's solution](#)

**109.**

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[StarLzy's solution](#)

**110.**

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[StarLzy's solution](#)

**111.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarLzy's solution](#)

**112.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[StarLzy's solution](#)

**113.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarLzy's solution](#)

**114.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[StarLzy's solution](#)

**115.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[StarLzy's solution](#)

**116.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[StarLzy's solution](#)

**117.**

2183B

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

Quality: 16,177 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarLzy's solution](#)

**118.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[StarLzy's solution](#)

**119.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarLzy's solution](#)

**120.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[StarLzy's solution](#)

**121.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[StarLzy's solution](#)

**122.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[StarLzy's solution](#)

**123.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[StarLzy's solution](#)

**124.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[StarLzy's solution](#)

**125.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[StarLzy's solution](#)

**126.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarLzy's solution](#)

**127.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[StarLzy's solution](#)

**128.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[StarLzy's solution](#)

**129.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[StarLzy's solution](#)

**130.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarLzy's solution](#)

**131.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[StarLzy's solution](#)

**132.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[StarLzy's solution](#)

**133.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarLzy's solution](#)

**134.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[StarLzy's solution](#)

**135.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[StarLzy's solution](#)

**136.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[StarLzy's solution](#)

**137.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[StarLzy's solution](#)

**138.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,012 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarLzy's solution](#)

**139.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[StarLzy's solution](#)

**140.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,675 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[StarLzy's solution](#)

**141.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarLzy's solution](#)

**142.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[StarLzy's solution](#)

**143.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[StarLzy's solution](#)

**144.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarLzy's solution](#)

**145.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[StarLzy's solution](#)

**146.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,700 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[StarLzy's solution](#)

**147.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[StarLzy's solution](#)

**148.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,681 global accepts · Rating: 1200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[StarLzy's solution](#)

**149.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,874 global accepts · Rating: 1200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[StarLzy's solution](#)

**150.**

2136C

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

Rating: 1200 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[StarLzy's solution](#)

**151.**

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[StarLzy's solution](#)

**152.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,494 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[StarLzy's solution](#)

**153.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[StarLzy's solution](#)

**154.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[StarLzy's solution](#)

**155.**

2062C

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

Quality: 18,390 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[StarLzy's solution](#)

**156.**

2056C

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

Quality: 19,437 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[StarLzy's solution](#)

**157.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[StarLzy's solution](#)

**158.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[StarLzy's solution](#)

**159.**

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[StarLzy's solution](#)

**160.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[StarLzy's solution](#)

**161.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[StarLzy's solution](#)

**162.**

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

[StarLzy's solution](#)

**163.**

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[StarLzy's solution](#)

**164.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarLzy's solution](#)

**165.**

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[StarLzy's solution](#)

**166.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[StarLzy's solution](#)

**167.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[StarLzy's solution](#)

**168.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, strings

[StarLzy's solution](#)

**169.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[StarLzy's solution](#)

**170.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,102 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[StarLzy's solution](#)

**171.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[StarLzy's solution](#)

**172.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[StarLzy's solution](#)

**173.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[StarLzy's solution](#)

**174.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[StarLzy's solution](#)

**175.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[StarLzy's solution](#)

**176.**

2086C

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

Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[StarLzy's solution](#)

**177.**

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[StarLzy's solution](#)

**178.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[StarLzy's solution](#)

**179.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[StarLzy's solution](#)

**180.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[StarLzy's solution](#)

**181.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[StarLzy's solution](#)

**182.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[StarLzy's solution](#)

**183.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[StarLzy's solution](#)

**184.**

2041A

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

Quality: 11,296 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[StarLzy's solution](#)

**185.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,990 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[StarLzy's solution](#)

**186.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[StarLzy's solution](#)

**187.**

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarLzy's solution](#)

**188.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[StarLzy's solution](#)

**189.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[StarLzy's solution](#)

**190.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[StarLzy's solution](#)

**191.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[StarLzy's solution](#)

**192.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[StarLzy's solution](#)

**193.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[StarLzy's solution](#)

**194.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,544 global accepts · Rating: 1400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[StarLzy's solution](#)

**195.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[StarLzy's solution](#)

**196.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[StarLzy's solution](#)

**197.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[StarLzy's solution](#)

**198.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[StarLzy's solution](#)

**199.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[StarLzy's solution](#)

**200.**

2038L

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

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[StarLzy's solution](#)

**201.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[StarLzy's solution](#)

**202.**

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

[StarLzy's solution](#)

**203.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[StarLzy's solution](#)

**204.**

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

math

[StarLzy's solution](#)

**205.**

2020C

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

Quality: 18,298 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[StarLzy's solution](#)

**206.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[StarLzy's solution](#)

**207.**

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[StarLzy's solution](#)

**208.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[StarLzy's solution](#)

**209.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,668 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[StarLzy's solution](#)

**210.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,667 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[StarLzy's solution](#)

**211.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[StarLzy's solution](#)

**212.**

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[StarLzy's solution](#)

**213.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[StarLzy's solution](#)

**214.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, implementation, sortings

[StarLzy's solution](#)

**215.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[StarLzy's solution](#)

**216.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[StarLzy's solution](#)

**217.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[StarLzy's solution](#)

**218.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[StarLzy's solution](#)

**219.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[StarLzy's solution](#)

**220.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[StarLzy's solution](#)

**221.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[StarLzy's solution](#)

**222.**

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[StarLzy's solution](#)

**223.**

2060E

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

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[StarLzy's solution](#)

**224.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[StarLzy's solution](#)

**225.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[StarLzy's solution](#)

**226.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[StarLzy's solution](#)

**227.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,631 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[StarLzy's solution](#)

**228.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[StarLzy's solution](#)

**229.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[StarLzy's solution](#)

**230.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[StarLzy's solution](#)

**231.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[StarLzy's solution](#)

**232.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[StarLzy's solution](#)

**233.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[StarLzy's solution](#)

**234.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[StarLzy's solution](#)

**235.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[StarLzy's solution](#)

**236.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[StarLzy's solution](#)

**237.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,448 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[StarLzy's solution](#)

**238.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[StarLzy's solution](#)

**239.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[StarLzy's solution](#)

**240.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[StarLzy's solution](#)

**241.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[StarLzy's solution](#)

**242.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[StarLzy's solution](#)

**243.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[StarLzy's solution](#)

**244.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[StarLzy's solution](#)

**245.**

2063C

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

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

[StarLzy's solution](#)

**246.**

2061D

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[StarLzy's solution](#)

**247.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[StarLzy's solution](#)

**248.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[StarLzy's solution](#)

**249.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[StarLzy's solution](#)

**250.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[StarLzy's solution](#)

**251.**

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[StarLzy's solution](#)

**252.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[StarLzy's solution](#)

**253.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[StarLzy's solution](#)

**254.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[StarLzy's solution](#)

## 255.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[StarLzy's solution](#)

## 256.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[StarLzy's solution](#)

## 257.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-11-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[StarLzy's solution](#)

## 258.

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[StarLzy's solution](#)

## 259.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[StarLzy's solution](#)

## 260.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[StarLzy's solution](#)

## 261.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[StarLzy's solution](#)

## 262.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[StarLzy's solution](#)

## 263.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[StarLzy's solution](#)

**264.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[StarLzy's solution](#)

**265.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[StarLzy's solution](#)

**266.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[StarLzy's solution](#)

**267.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[StarLzy's solution](#)

**268.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,447 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[StarLzy's solution](#)

**269.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[StarLzy's solution](#)

**270.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[StarLzy's solution](#)

**271.**

2029C

[New Rating](#) · [Tutorial](#)

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

[StarLzy's solution](#)

**272.**

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[StarLzy's solution](#)

**273.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures,

implementation, sortings

[StarLzy's solution](#)

**274.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[StarLzy's solution](#)

**275.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[StarLzy's solution](#)

**276.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[StarLzy's solution](#)

**277.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[StarLzy's solution](#)

**278.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[StarLzy's solution](#)

**279.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[StarLzy's solution](#)

**280.**

2208D1

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

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[StarLzy's solution](#)

**281.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[StarLzy's solution](#)

**282.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[StarLzy's solution](#)

**283.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[StarLzy's solution](#)

**284.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[StarLzy's solution](#)

**285.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[StarLzy's solution](#)

**286.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[StarLzy's solution](#)

**287.**

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[StarLzy's solution](#)

**288.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,157 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[StarLzy's solution](#)

**289.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[StarLzy's solution](#)

**290.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[StarLzy's solution](#)

**291.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[StarLzy's solution](#)

**292.**

2039C2

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Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[StarLzy's solution](#)

**293.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[StarLzy's solution](#)

**294.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

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**295.**

2020D

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Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[StarLzy's solution](#)

**296.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[StarLzy's solution](#)

**297.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[StarLzy's solution](#)

**298.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[StarLzy's solution](#)

**299.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[StarLzy's solution](#)

**300.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[StarLzy's solution](#)

**301.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

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

[StarLzy's solution](#)

**302.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[StarLzy's solution](#)

**303.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[StarLzy's solution](#)

**304.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[StarLzy's solution](#)

**305.**

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[StarLzy's solution](#)

**306.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[StarLzy's solution](#)

**307.**

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[StarLzy's solution](#)

**308.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[StarLzy's solution](#)

**309.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[StarLzy's solution](#)

**310.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[StarLzy's solution](#)

**311.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[StarLzy's solution](#)

**312.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[StarLzy's solution](#)

**313.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[StarLzy's solution](#)

**314.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[StarLzy's solution](#)

**315.**

2038G

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

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[StarLzy's solution](#)

**316.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[StarLzy's solution](#)

**317.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[StarLzy's solution](#)

**318.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[StarLzy's solution](#)

**319.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[StarLzy's solution](#)

**320.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[StarLzy's solution](#)

**321.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[StarLzy's solution](#)

**322.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[StarLzy's solution](#)

**323.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[StarLzy's solution](#)

**324.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[StarLzy's solution](#)

**325.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

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

[StarLzy's solution](#)

**326.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures

[StarLzy's solution](#)

**327.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[StarLzy's solution](#)

**328.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[StarLzy's solution](#)

**329.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[StarLzy's solution](#)

**330.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[StarLzy's solution](#)

**331.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[StarLzy's solution](#)

**332.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[StarLzy's solution](#)

**333.**

2136E

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

Rating: 2000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[StarLzy's solution](#)

**334.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[StarLzy's solution](#)

**335.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[StarLzy's solution](#)

**336.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[StarLzy's solution](#)

**337.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[StarLzy's solution](#)

**338.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[StarLzy's solution](#)

**339.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[StarLzy's solution](#)

**340.**

2061E

[Kevin and And](#) · [Tutorial](#)

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

[StarLzy's solution](#)

**341.**

2057D

[Gifts Order](#) · [Tutorial](#)

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

[StarLzy's solution](#)

**342.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[StarLzy's solution](#)

**343.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[StarLzy's solution](#)

**344.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[StarLzy's solution](#)

**345.**

2207E1

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[StarLzy's solution](#)

**346.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[StarLzy's solution](#)

**347.**

2183E

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

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

[StarLzy's solution](#)

**348.**

2183D2

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

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

[StarLzy's solution](#)

**349.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[StarLzy's solution](#)

**350.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[StarLzy's solution](#)

**351.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[StarLzy's solution](#)

**352.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[StarLzy's solution](#)

**353.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[StarLzy's solution](#)

**354.**

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[StarLzy's solution](#)

**355.**

2136F1

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

Rating: 2100 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[StarLzy's solution](#)

**356.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[StarLzy's solution](#)

**357.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[StarLzy's solution](#)

**358.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[StarLzy's solution](#)

**359.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[StarLzy's solution](#)

**360.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[StarLzy's solution](#)

**361.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[StarLzy's solution](#)

**362.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[StarLzy's solution](#)

**363.**

2208D2

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

Quality: 1,835 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[StarLzy's solution](#)

**364.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[StarLzy's solution](#)

**365.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[StarLzy's solution](#)

**366.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[StarLzy's solution](#)

**367.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[StarLzy's solution](#)

**368.**

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[StarLzy's solution](#)

**369.**

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, ternary search

[StarLzy's solution](#)

**370.**

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[StarLzy's solution](#)

**371.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

combinatorics, dp

[StarLzy's solution](#)

**372.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[StarLzy's solution](#)

**373.**

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[StarLzy's solution](#)

**374.**

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[StarLzy's solution](#)

**375.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[StarLzy's solution](#)

**376.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[StarLzy's solution](#)

**377.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[StarLzy's solution](#)

**378.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[StarLzy's solution](#)

**379.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[StarLzy's solution](#)

**380.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[StarLzy's solution](#)

**381.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[StarLzy's solution](#)

**382.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[StarLzy's solution](#)

**383.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[StarLzy's solution](#)

**384.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,756 global accepts · Rating: 2300 · first AC: 2026-02-08 · last AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[StarLzy's solution](#)

**385.**

2180E

[No Effect XOR](#) · [Tutorial](#)

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

[StarLzy's solution](#)

**386.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices

[StarLzy's solution](#)

**387.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[StarLzy's solution](#)

**388.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[StarLzy's solution](#)

**389.**

915E

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

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[StarLzy's solution](#)

**390.**

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[StarLzy's solution](#)

**391.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[StarLzy's solution](#)

**392.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[StarLzy's solution](#)

**393.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[StarLzy's solution](#)

**394.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[StarLzy's solution](#)

**395.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[StarLzy's solution](#)

**396.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[StarLzy's solution](#)

**397.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[StarLzy's solution](#)

**398.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[StarLzy's solution](#)

**399.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-05 · last AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[StarLzy's solution](#)

**400.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[StarLzy's solution](#)

**401.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[StarLzy's solution](#)

**402.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[StarLzy's solution](#)

**403.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[StarLzy's solution](#)

**404.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[StarLzy's solution](#)

**405.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[StarLzy's solution](#)

**406.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[StarLzy's solution](#)

**407.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2025-12-09 · last AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[StarLzy's solution](#)

**408.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[StarLzy's solution](#)

**409.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[StarLzy's solution](#)

**410.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[StarLzy's solution](#)

**411.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graph matchings, graphs

[StarLzy's solution](#)

**412.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[StarLzy's solution](#)

**413.**

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[StarLzy's solution](#)

**414.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[StarLzy's solution](#)

**415.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[StarLzy's solution](#)

**416.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[StarLzy's solution](#)

**417.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[StarLzy's solution](#)

**418.**

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[StarLzy's solution](#)

**419.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp  
[StarLzy's solution](#)

**420.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities  
[StarLzy's solution](#)

**421.**

2183F

[Jumping Man](#) · [Tutorial](#)

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

**422.**

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[StarLzy's solution](#)

**423.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory  
[StarLzy's solution](#)

**424.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures  
[StarLzy's solution](#)

**425.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings  
[StarLzy's solution](#)

**426.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers  
[StarLzy's solution](#)

**427.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[StarLzy's solution](#)

**428.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp  
[StarLzy's solution](#)

**429.**

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[StarLzy's solution](#)

**430.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[StarLzy's solution](#)

**431.**

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[StarLzy's solution](#)

**432.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[StarLzy's solution](#)

**433.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer

[StarLzy's solution](#)

**434.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[StarLzy's solution](#)

**435.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[StarLzy's solution](#)

**436.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[StarLzy's solution](#)

**437.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[StarLzy's solution](#)

**438.**

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[StarLzy's solution](#)

**439.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[StarLzy's solution](#)

**440.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[StarLzy's solution](#)

**441.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[StarLzy's solution](#)

**442.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[StarLzy's solution](#)

**443.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[StarLzy's solution](#)

**444.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[StarLzy's solution](#)

**445.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[StarLzy's solution](#)

**446.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[StarLzy's solution](#)

**447.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[StarLzy's solution](#)

**448.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[StarLzy's solution](#)

**449.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[StarLzy's solution](#)

**450.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[StarLzy's solution](#)

**451.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory

[StarLzy's solution](#)

**452.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[StarLzy's solution](#)

**453.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[StarLzy's solution](#)

**454.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[StarLzy's solution](#)

**455.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[StarLzy's solution](#)

**456.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, string suffix structures

[StarLzy's solution](#)

**457.**

106396M

[Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**458.**

106396L

[Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**459.**

106396K

[Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**460.**

106396J

[nVNeVw8](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**461.**

106396H

[pSpkbpzW](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**462.**

106396G

[rÜTutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**463.**

106396F

[e-Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**464.**

106396E

[hTorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**465.**

106396D

[vNtöMl](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**466.**

106396C

[.qjRbial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**467.**

106396B

[s-Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**468.**

106396A

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Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**469.**

104901M

[Almost Convex · Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**470.**

104901L

[Ticket to Ride · Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**471.**

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**472.**

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**473.**

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**474.**

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**475.**

104857L

[Information Spread](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**476.**

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**477.**

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**478.**

104976K

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**479.**

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**480.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**481.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · last AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**482.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**483.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**484.**

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**485.**

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**486.**

105992A

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**487.**

105992K

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**488.**

105992J

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**489.**

105992E

[Djangle v. Tepca-Óg,,](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**490.**

105992I

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**491.**

105992M

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**492.**

105992G

[Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**493.**

105992D

[NTotSzal](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**494.**

105992H

[V b 112.5Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**495.**

105459I

[A Brand New Geometric Problem · Tutorial](#)

Rating: — · first AC: 2025-07-04 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**496.**

105486J

[Grand Prix of Ballance · Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**497.**

105486K

[Magical Set · Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**498.**

105486L

[Recover Statistics · Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**499.**

105486I

[Good Partitions · Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**500.**

105486G

[Expanding Array · Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**501.**

105486B

[Athlete Welcome Ceremony · Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**502.**

105486A

[Arrow a Row · Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**503.**

105459E

[Marble Race · Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**504.**

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**505.**

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**506.**

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**507.**

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**508.**

105945H

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

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**509.**

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**510.**

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**511.**

105459D

[A Simple String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**512.**

105924E

[h N B r i e l](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**513.**

105924F

[^f\(u,q,s\)~!|a](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**514.**

105924H

[s V y -- T u t o r i a l](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**515.**

105924A

[GD - Egyp, MO|žšCE|](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**516.**

105924K

[Cofin8b](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**517.**

105924I

[s'Vý--TutBIV](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**518.**

105924G

[RTutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**519.**

105459A

[Build a Computer](#) · Tutorial

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**520.**

105459L

[A Game On Tree](#) · Tutorial

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**521.**

105657G

[Gathering Mushrooms](#) · Tutorial

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**522.**

105657I

[Identify Chord](#) · Tutorial

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**523.**

105657J

[Japanese Bands](#) · Tutorial

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**524.**

105657E

[Elevator II](#) · Tutorial

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**525.**

105657M

[Make It Divisible](#) · Tutorial

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**526.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**527.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**528.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**529.**

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**530.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**531.**

105158G

[bk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**532.**

105158D

[YtNKkO](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**533.**

105158K

[h](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**534.**

105158C

[N-NcUuAN\\_%o•bSkO•\[](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**535.**

105158H

[g](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**536.**

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**537.**

105158L

[Toxel N PCPC-III tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**538.**

105158J

[cRnTil ep](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**539.**

105158M

[gUltiaIÕ](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**540.**

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**541.**

105158F

[OtyAW\(&N2](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**542.**

105851D

[gTNOIQyVQH](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**543.**

105851I

[g \ LCM tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**544.**

105851H

[LinkNtw5-dIÕ](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**545.**

105851G

[.Spofle-¼~](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**546.**

105851E

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Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**547.**

105851C

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Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**548.**

105851A

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Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**549.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**550.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**551.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**552.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**553.**

105385M

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

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**554.**

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**555.**

105385J

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

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**556.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**557.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**558.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**559.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**560.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**561.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**562.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**563.**

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**564.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**565.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · last AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**566.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**567.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**568.**

104825A

[RMDQwá](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**569.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**570.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**571.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**572.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**573.**

104128I

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

Rating: — · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**574.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · last AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**575.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**576.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**577.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**578.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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**579.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**580.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**581.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**582.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**583.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**584.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**585.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**586.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**587.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**588.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**589.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**590.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**591.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**592.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**593.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**594.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**595.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**596.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**597.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**598.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**599.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**600.**

105487G

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

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**601.**

105487I

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

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**602.**

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**603.**

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**604.**

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**605.**

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**606.**

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**607.**

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**608.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**609.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**610.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**611.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**612.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**613.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**614.**

104023E

[Python Will be Faster than C++ · Tutorial](#)

Rating: — · first AC: 2024-11-03 · last AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**615.**

105459J

[New Energy Vehicle · Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**616.**

105459K

[Farm Management · Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**617.**

105459G

[Welcome to Join the Online Meeting! · Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**618.**

105459C

[Giving Directions in Harbin · Tutorial](#)

Rating: — · first AC: 2024-10-29 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**619.**

105459M

[Weird Ceiling · Tutorial](#)

Rating: — · first AC: 2024-10-29 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**620.**

104813J

[Game on a Forest · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**621.**

104813M

[Painter · Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**622.**

104813B

[Memory · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**623.**

104813L

[Palm Island · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**624.**

105423E

[buc6N2](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**625.**

105423K

[n!Rtorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**626.**

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**627.**

105423I

[εἰς ἄπειρον](#) | [û-β](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[StarLzy's solution](#)

**628.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**629.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**630.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**631.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**632.**

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**633.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**634.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**635.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**636.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[StarLzy's solution](#)

**637.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**638.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**639.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**640.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**641.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**642.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**643.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**644.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**645.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**646.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**647.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**648.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**649.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**650.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**651.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**652.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**653.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**654.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**655.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**656.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**657.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**658.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**659.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**660.**

104857C

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

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**661.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**662.**

104857F

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

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**663.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**664.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**665.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**666.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**667.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**668.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**669.**

104901E

[I Just Want... One More... · Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**670.**

104901K

[Rainbow Subarray · Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**671.**

104901G

[Gifts from Knowledge · Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**672.**

104901A

[Many Many Heads · Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**673.**

104901I

[Strange Sorting · Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**674.**

104901D

[Largest Digit · Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**675.**

104976B

[Festival Decorating · Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**676.**

104976F

[Top Cluster · Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**677.**

104976H

[Sugar Sweet II · Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**678.**

104976G

[Snake Move · Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**679.**

104976J

[Mysterious Tree · Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**680.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)

**681.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[StarLzy's solution](#)