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Unique solved — SunsetGlow95

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

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

Filters: none

Count: 414

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[SunsetGlow95's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[SunsetGlow95's solution](#)

3.

2157A

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

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

[SunsetGlow95's solution](#)

4.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[SunsetGlow95's solution](#)

5.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[SunsetGlow95's solution](#)

6.

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[SunsetGlow95's solution](#)

7.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[SunsetGlow95's solution](#)

8.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SunsetGlow95's solution](#)

9.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[SunsetGlow95's solution](#)

10.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[SunsetGlow95's solution](#)

11.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[SunsetGlow95's solution](#)

12.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[SunsetGlow95's solution](#)

13.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[SunsetGlow95's solution](#)

14.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SunsetGlow95's solution](#)

15.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,332 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[SunsetGlow95's solution](#)

16.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[SunsetGlow95's solution](#)

17.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[SunsetGlow95's solution](#)

18.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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19.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,305 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[SunsetGlow95's solution](#)

20.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,307 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[SunsetGlow95's solution](#)

21.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[SunsetGlow95's solution](#)

22.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[SunsetGlow95's solution](#)

23.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,645 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[SunsetGlow95's solution](#)

24.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SunsetGlow95's solution](#)

25.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[SunsetGlow95's solution](#)

26.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[SunsetGlow95's solution](#)

27.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[SunsetGlow95's solution](#)

28.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[SunsetGlow95's solution](#)

29.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[SunsetGlow95's solution](#)

30.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[SunsetGlow95's solution](#)

31.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[SunsetGlow95's solution](#)

32.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[SunsetGlow95's solution](#)

33.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[SunsetGlow95's solution](#)

34.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,369 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[SunsetGlow95's solution](#)

35.

1896B

[AB Flipping](#) · [Tutorial](#)

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

[SunsetGlow95's solution](#)

36.

1875A

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

Quality: 46,989 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[SunsetGlow95's solution](#)

37.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[SunsetGlow95's solution](#)

38.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[SunsetGlow95's solution](#)

39.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SunsetGlow95's solution](#)

40.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,164 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[SunsetGlow95's solution](#)

41.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SunsetGlow95's solution](#)

- 42.**
2124B
[Minimise Sum](#) · [Tutorial](#)
Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[SunsetGlow95's solution](#)
- 43.**
2057B
[Gorilla and the Exam](#) · [Tutorial](#)
Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[SunsetGlow95's solution](#)
- 44.**
2039B
[Shohag Loves Strings](#) · [Tutorial](#)
Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[SunsetGlow95's solution](#)
- 45.**
1979B
[XOR Sequences](#) · [Tutorial](#)
Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[SunsetGlow95's solution](#)
- 46.**
1877B
[Helmets in Night Light](#) · [Tutorial](#)
Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[SunsetGlow95's solution](#)
- 47.**
1859B
[Olga and Game with Arrays](#) · [Tutorial](#)
Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[SunsetGlow95's solution](#)
- 48.**
1834B
[Maximum Strength](#) · [Tutorial](#)
Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[SunsetGlow95's solution](#)
- 49.**
1786C
[Monsters \(easy version\)](#) · [Tutorial](#)
Rating: 1000 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[SunsetGlow95's solution](#)
- 50.**
2084B
[MIN = GCD](#) · [Tutorial](#)
Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[SunsetGlow95's solution](#)
- 51.**
2061B
[Kevin and Geometry](#) · [Tutorial](#)
Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[SunsetGlow95's solution](#)
- 52.**
1991B
[AND Reconstruction](#) · [Tutorial](#)
Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[SunsetGlow95's solution](#)

53.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[SunsetGlow95's solution](#)

54.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[SunsetGlow95's solution](#)

55.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SunsetGlow95's solution](#)

56.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[SunsetGlow95's solution](#)

57.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[SunsetGlow95's solution](#)

58.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[SunsetGlow95's solution](#)

59.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

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60.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[SunsetGlow95's solution](#)

61.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[SunsetGlow95's solution](#)

62.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SunsetGlow95's solution](#)

63.

1877C

[Joyboard](#) · [Tutorial](#)

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

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64.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[SunsetGlow95's solution](#)

65.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[SunsetGlow95's solution](#)

66.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[SunsetGlow95's solution](#)

67.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,095 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[SunsetGlow95's solution](#)

68.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[SunsetGlow95's solution](#)

69.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[SunsetGlow95's solution](#)

70.

2150A

[Incremental Path](#) · [Tutorial](#)

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

[SunsetGlow95's solution](#)

71.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SunsetGlow95's solution](#)

72.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SunsetGlow95's solution](#)

73.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[SunsetGlow95's solution](#)

74.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[SunsetGlow95's solution](#)

75.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[SunsetGlow95's solution](#)

76.

2157C

[Meximum Array 2](#) · [Tutorial](#)

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

[SunsetGlow95's solution](#)

77.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[SunsetGlow95's solution](#)

78.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SunsetGlow95's solution](#)

79.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[SunsetGlow95's solution](#)

80.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SunsetGlow95's solution](#)

81.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[SunsetGlow95's solution](#)

82.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[SunsetGlow95's solution](#)

83.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[SunsetGlow95's solution](#)

84.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[SunsetGlow95's solution](#)

85.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[SunsetGlow95's solution](#)

86.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[SunsetGlow95's solution](#)

87.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[SunsetGlow95's solution](#)

88.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[SunsetGlow95's solution](#)

89.

2157D

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

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

[SunsetGlow95's solution](#)

90.

2084D

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

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

[SunsetGlow95's solution](#)

91.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[SunsetGlow95's solution](#)

92.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[SunsetGlow95's solution](#)

93.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[SunsetGlow95's solution](#)

94.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[SunsetGlow95's solution](#)

95.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[SunsetGlow95's solution](#)

96.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SunsetGlow95's solution](#)

97.

1875D

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98.

1856C

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99.

1688D

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100.

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2124D

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107.

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108.

2039D

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1896D

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1879D

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111.

518D

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467C

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1368D

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114.

2039C2

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1548B

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116.

1904D2

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440C

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120.

1856E1

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1648B

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127.

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128.

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1627D

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138.

149D

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20C

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140.

2135C

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141.

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1978E

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1415D

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242E

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621E

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380C

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2161D

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2152E

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2150C

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161.

2135D1

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162.

2124E

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163.

2115B

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2061F1

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859E

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354C

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1877E

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171.

1856D

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172.

1207F

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173.

576C

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174.

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175.

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176.

2039E

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177.

1468A

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1991F

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179.

1406D

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180.

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181.

1786E

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182.

1551F

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183.

1468H

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184.

86D

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526D

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186.

1438D

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Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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187.

2180E

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188.

2124F1

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189.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[SunsetGlow95's solution](#)

190.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[SunsetGlow95's solution](#)

191.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[SunsetGlow95's solution](#)

192.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[SunsetGlow95's solution](#)

193.

1866I

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers

[SunsetGlow95's solution](#)

194.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities

[SunsetGlow95's solution](#)

195.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SunsetGlow95's solution](#)

196.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[SunsetGlow95's solution](#)

197.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[SunsetGlow95's solution](#)

198.

1204E

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

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SunsetGlow95's solution](#)

199.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[SunsetGlow95's solution](#)

200.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[SunsetGlow95's solution](#)

201.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SunsetGlow95's solution](#)

202.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[SunsetGlow95's solution](#)

203.

1875F

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

Rating: 2300 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[SunsetGlow95's solution](#)

204.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[SunsetGlow95's solution](#)

205.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[SunsetGlow95's solution](#)

206.

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: games

[SunsetGlow95's solution](#)

207.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[SunsetGlow95's solution](#)

208.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SunsetGlow95's solution](#)

209.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[SunsetGlow95's solution](#)

210.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[SunsetGlow95's solution](#)

211.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[SunsetGlow95's solution](#)

212.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[SunsetGlow95's solution](#)

213.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[SunsetGlow95's solution](#)

214.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[SunsetGlow95's solution](#)

215.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[SunsetGlow95's solution](#)

216.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[SunsetGlow95's solution](#)

217.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[SunsetGlow95's solution](#)

218.

2084E

[Blossom](#) · [Tutorial](#)

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

[SunsetGlow95's solution](#)

219.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[SunsetGlow95's solution](#)

220.

1978F

[Large Graph](#) · [Tutorial](#)

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

[SunsetGlow95's solution](#)

221.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[SunsetGlow95's solution](#)

222.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SunsetGlow95's solution](#)

223.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[SunsetGlow95's solution](#)

224.

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SunsetGlow95's solution](#)

225.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[SunsetGlow95's solution](#)

226.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[SunsetGlow95's solution](#)

227.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-04-26 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SunsetGlow95's solution](#)

228.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[SunsetGlow95's solution](#)

229.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[SunsetGlow95's solution](#)

230.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[SunsetGlow95's solution](#)

231.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[SunsetGlow95's solution](#)

232.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

dp, dsu, graphs, shortest paths, sortings

[SunsetGlow95's solution](#)

233.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[SunsetGlow95's solution](#)

234.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[SunsetGlow95's solution](#)

235.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[SunsetGlow95's solution](#)

236.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[SunsetGlow95's solution](#)

237.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[SunsetGlow95's solution](#)

238.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[SunsetGlow95's solution](#)

239.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[SunsetGlow95's solution](#)

240.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[SunsetGlow95's solution](#)

241.

1725K

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-10-01 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[SunsetGlow95's solution](#)

242.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[SunsetGlow95's solution](#)

243.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[SunsetGlow95's solution](#)

244.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2023-04-30 · last AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[SunsetGlow95's solution](#)

245.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[SunsetGlow95's solution](#)

246.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[SunsetGlow95's solution](#)

247.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[SunsetGlow95's solution](#)

248.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[SunsetGlow95's solution](#)

249.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[SunsetGlow95's solution](#)

250.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[SunsetGlow95's solution](#)

251.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SunsetGlow95's solution](#)

252.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[SunsetGlow95's solution](#)

253.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees

[SunsetGlow95's solution](#)

254.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, number theory

[SunsetGlow95's solution](#)

255.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[SunsetGlow95's solution](#)

256.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[SunsetGlow95's solution](#)

257.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[SunsetGlow95's solution](#)

258.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SunsetGlow95's solution](#)

259.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[SunsetGlow95's solution](#)

260.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[SunsetGlow95's solution](#)

261.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-04-26 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[SunsetGlow95's solution](#)

262.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[SunsetGlow95's solution](#)

263.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[SunsetGlow95's solution](#)

264.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[SunsetGlow95's solution](#)

265.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[SunsetGlow95's solution](#)

266.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SunsetGlow95's solution](#)

267.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[SunsetGlow95's solution](#)

268.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[SunsetGlow95's solution](#)

269.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[SunsetGlow95's solution](#)

270.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[SunsetGlow95's solution](#)

271.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[SunsetGlow95's solution](#)

272.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[SunsetGlow95's solution](#)

273.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-10-03 · last AC: 2024-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[SunsetGlow95's solution](#)

274.

1991G

[Grid Reset · Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SunsetGlow95's solution](#)

275.

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[SunsetGlow95's solution](#)

276.

1682E

[Unordered Swaps · Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[SunsetGlow95's solution](#)

277.

995E

[Number Clicker · Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[SunsetGlow95's solution](#)

278.

1303G

[Sum of Prefix Sums · Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[SunsetGlow95's solution](#)

279.

961G

[Partitions · Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[SunsetGlow95's solution](#)

280.

774G

[Perfectionist Arkadiy · Tutorial](#)

Quality: 199 global accepts · Rating: 2700 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

[SunsetGlow95's solution](#)

281.

2174F

[Mosaic Tree · Tutorial](#)

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

[SunsetGlow95's solution](#)

282.

2157G

[Isaac's Queries · Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[SunsetGlow95's solution](#)

283.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[SunsetGlow95's solution](#)

284.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[SunsetGlow95's solution](#)

285.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[SunsetGlow95's solution](#)

286.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[SunsetGlow95's solution](#)

287.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[SunsetGlow95's solution](#)

288.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[SunsetGlow95's solution](#)

289.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[SunsetGlow95's solution](#)

290.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[SunsetGlow95's solution](#)

291.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[SunsetGlow95's solution](#)

292.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, fft

[SunsetGlow95's solution](#)

293.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SunsetGlow95's solution](#)

294.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[SunsetGlow95's solution](#)

295.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[SunsetGlow95's solution](#)

296.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[SunsetGlow95's solution](#)

297.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[SunsetGlow95's solution](#)

298.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SunsetGlow95's solution](#)

299.

1819D

[Misha and Apples](#) · [Tutorial](#)

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

[SunsetGlow95's solution](#)

300.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[SunsetGlow95's solution](#)

301.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[SunsetGlow95's solution](#)

302.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SunsetGlow95's solution](#)

303.

1400F

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

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[SunsetGlow95's solution](#)

304.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[SunsetGlow95's solution](#)

305.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[SunsetGlow95's solution](#)

306.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[SunsetGlow95's solution](#)

307.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[SunsetGlow95's solution](#)

308.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[SunsetGlow95's solution](#)

309.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[SunsetGlow95's solution](#)

310.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[SunsetGlow95's solution](#)

311.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SunsetGlow95's solution](#)

312.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[SunsetGlow95's solution](#)

313.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[SunsetGlow95's solution](#)

314.

724E

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

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[SunsetGlow95's solution](#)

315.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[SunsetGlow95's solution](#)

316.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-08-02 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[SunsetGlow95's solution](#)

317.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[SunsetGlow95's solution](#)

318.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[SunsetGlow95's solution](#)

319.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[SunsetGlow95's solution](#)

320.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[SunsetGlow95's solution](#)

321.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[SunsetGlow95's solution](#)

322.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[SunsetGlow95's solution](#)

323.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[SunsetGlow95's solution](#)

324.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[SunsetGlow95's solution](#)

325.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[SunsetGlow95's solution](#)

326.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[SunsetGlow95's solution](#)

327.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SunsetGlow95's solution](#)

328.

1740G

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

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[SunsetGlow95's solution](#)

329.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[SunsetGlow95's solution](#)

330.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[SunsetGlow95's solution](#)

331.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math

[SunsetGlow95's solution](#)

332.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SunsetGlow95's solution](#)

333.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SunsetGlow95's solution](#)

334.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[SunsetGlow95's solution](#)

335.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[SunsetGlow95's solution](#)

336.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[SunsetGlow95's solution](#)

337.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[SunsetGlow95's solution](#)

338.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[SunsetGlow95's solution](#)

339.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[SunsetGlow95's solution](#)

340.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[SunsetGlow95's solution](#)

341.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-16 · last AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SunsetGlow95's solution](#)

342.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[SunsetGlow95's solution](#)

343.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[SunsetGlow95's solution](#)

344.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[SunsetGlow95's solution](#)

345.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[SunsetGlow95's solution](#)

346.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: trees
[SunsetGlow95's solution](#)

347.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[SunsetGlow95's solution](#)

348.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[SunsetGlow95's solution](#)

349.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[SunsetGlow95's solution](#)

350.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[SunsetGlow95's solution](#)

351.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[SunsetGlow95's solution](#)

352.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities
[SunsetGlow95's solution](#)

353.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[SunsetGlow95's solution](#)

354.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[SunsetGlow95's solution](#)

355.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[SunsetGlow95's solution](#)

356.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[SunsetGlow95's solution](#)

357.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[SunsetGlow95's solution](#)

358.

2135E1

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

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SunsetGlow95's solution](#)

359.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[SunsetGlow95's solution](#)

360.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[SunsetGlow95's solution](#)

361.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[SunsetGlow95's solution](#)

362.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, math

[SunsetGlow95's solution](#)

363.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[SunsetGlow95's solution](#)

364.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[SunsetGlow95's solution](#)

365.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[SunsetGlow95's solution](#)

366.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SunsetGlow95's solution](#)

367.

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[SunsetGlow95's solution](#)

368.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[SunsetGlow95's solution](#)

369.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[SunsetGlow95's solution](#)

370.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[SunsetGlow95's solution](#)

371.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory

[SunsetGlow95's solution](#)

372.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[SunsetGlow95's solution](#)

373.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

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