

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

<https://cfelitetracker.vercel.app>

# Unique solved — Szoboszlai10

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

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

Filters: none

Count: 477

1.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Szoboszlai10's solution](#)

2.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Szoboszlai10's solution](#)

3.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

4.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Szoboszlai10's solution](#)

5.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Szoboszlai10's solution](#)

6.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Szoboszlai10's solution](#)

7.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Szoboszlai10's solution](#)

8.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,305 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Szoboszlai10's solution](#)

9.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,086 global accepts · Rating: 800 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Szoboszlai10's solution](#)

**10.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**11.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Szoboszlai10's solution](#)

**12.**

1328A

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

Quality: 131,893 global accepts · Rating: 800 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**13.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Szoboszlai10's solution](#)

**14.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**15.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Szoboszlai10's solution](#)

**16.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,510 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**17.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**18.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,950 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**19.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Szoboszlai10's solution](#)

**20.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**21.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**22.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,665 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Szoboszlai10's solution](#)

**23.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,232 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Szoboszlai10's solution](#)

**24.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Szoboszlai10's solution](#)

**25.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,349 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Szoboszlai10's solution](#)

**26.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,054 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**27.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,940 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Szoboszlai10's solution](#)

**28.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,065 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**29.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,191 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**30.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,445 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**31.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,461 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**32.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Szoboszlai10's solution](#)

**33.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Szoboszlai10's solution](#)

**34.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Szoboszlai10's solution](#)

**35.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[Szoboszlai10's solution](#)

**36.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[Szoboszlai10's solution](#)

**37.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[Szoboszlai10's solution](#)

**38.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[Szoboszlai10's solution](#)

**39.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Szoboszlai10's solution](#)

**40.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[Szoboszlai10's solution](#)

**41.**

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[Szoboszlai10's solution](#)

**42.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**43.**

1186A

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

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**44.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Szoboszlai10's solution](#)

**45.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Szoboszlai10's solution](#)

**46.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Szoboszlai10's solution](#)

**47.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,207 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Szoboszlai10's solution](#)

**48.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**49.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Szoboszlai10's solution](#)

**50.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Szoboszlai10's solution](#)

**51.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**52.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Szoboszlai10's solution](#)

**53.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Szoboszlai10's solution](#)

**54.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**55.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Szoboszlai10's solution](#)

**56.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Szoboszlai10's solution](#)

**57.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Szoboszlai10's solution](#)

**58.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Szoboszlai10's solution](#)

**59.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Szoboszlai10's solution](#)

**60.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Szoboszlai10's solution](#)

**61.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**62.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**63.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**64.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Szoboszlai10's solution](#)

**65.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Szoboszlai10's solution](#)

**66.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Szoboszlai10's solution](#)

**67.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math  
[Szoboszlai10's solution](#)

**68.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Szoboszlai10's solution](#)

**69.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[Szoboszlai10's solution](#)

**70.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Szoboszlai10's solution](#)

**71.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[Szoboszlai10's solution](#)

**72.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[Szoboszlai10's solution](#)

**73.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[Szoboszlai10's solution](#)

**74.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Szoboszlai10's solution](#)

**75.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Szoboszlai10's solution](#)

**76.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Szoboszlai10's solution](#)

**77.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Szoboszlai10's solution](#)

**78.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Szoboszlai10's solution](#)

**79.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**80.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Szoboszlai10's solution](#)

**81.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Szoboszlai10's solution](#)

**82.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Szoboszlai10's solution](#)

**83.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Szoboszlai10's solution](#)

**84.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Szoboszlai10's solution](#)

- 85.**  
1334A  
[Level Statistics](#) · [Tutorial](#)  
Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Szoboszlai10's solution](#)
- 86.**  
1328C  
[Ternary XOR](#) · [Tutorial](#)  
Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Szoboszlai10's solution](#)
- 87.**  
1327B  
[Princesses and Princes](#) · [Tutorial](#)  
Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy  
[Szoboszlai10's solution](#)
- 88.**  
1305B  
[Kuroni and Simple Strings](#) · [Tutorial](#)  
Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[Szoboszlai10's solution](#)
- 89.**  
1257C  
[Dominated Subarray](#) · [Tutorial](#)  
Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[Szoboszlai10's solution](#)
- 90.**  
1221C  
[Perfect Team](#) · [Tutorial](#)  
Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[Szoboszlai10's solution](#)
- 91.**  
1205A  
[Almost Equal](#) · [Tutorial](#)  
Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Szoboszlai10's solution](#)
- 92.**  
1200B  
[Block Adventure](#) · [Tutorial](#)  
Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[Szoboszlai10's solution](#)
- 93.**  
1196B  
[Odd Sum Segments](#) · [Tutorial](#)  
Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Szoboszlai10's solution](#)
- 94.**  
606A  
[Magic Spheres](#) · [Tutorial](#)  
Quality: 8,238 global accepts · Rating: 1200 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Szoboszlai10's solution](#)
- 95.**  
1191B  
[Tokitsukaze and Mahjong](#) · [Tutorial](#)  
Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Szoboszlai10's solution](#)

**96.**

1184A1

[Heidi Learns Hashing \(Easy\) · Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Szoboszlai10's solution](#)

**97.**

1174B

[Ehab Is an Odd Person · Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Szoboszlai10's solution](#)

**98.**

2187A

[Restricted Sorting · Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Szoboszlai10's solution](#)

**99.**

1991C

[Absolute Zero · Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Szoboszlai10's solution](#)

**100.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Szoboszlai10's solution](#)

**101.**

1328B

[K-th Beautiful String · Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Szoboszlai10's solution](#)

**102.**

1326C

[Permutation Partitions · Tutorial](#)

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Szoboszlai10's solution](#)

**103.**

1260B

[Obtain Two Zeroes · Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Szoboszlai10's solution](#)

**104.**

1236C

[Labs · Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

**105.**

1237B

[Balanced Tunnel · Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Szoboszlai10's solution](#)

**106.**

1216D

[Swords · Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**107.**

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Szoboszlai10's solution](#)

**108.**

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Szoboszlai10's solution](#)

**109.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Szoboszlai10's solution](#)

**110.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Szoboszlai10's solution](#)

**111.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Szoboszlai10's solution](#)

**112.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**113.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Szoboszlai10's solution](#)

**114.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[Szoboszlai10's solution](#)

**115.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[Szoboszlai10's solution](#)

**116.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Szoboszlai10's solution](#)

**117.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings  
[Szoboszlai10's solution](#)

**118.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[Szoboszlai10's solution](#)

**119.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[Szoboszlai10's solution](#)

**120.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[Szoboszlai10's solution](#)

**121.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Szoboszlai10's solution](#)

**122.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Szoboszlai10's solution](#)

**123.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Szoboszlai10's solution](#)

**124.**

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[Szoboszlai10's solution](#)

**125.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings  
[Szoboszlai10's solution](#)

**126.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Szoboszlai10's solution](#)

**127.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**128.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Szoboszlai10's solution](#)

**129.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Szoboszlai10's solution](#)

**130.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Szoboszlai10's solution](#)

**131.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,835 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Szoboszlai10's solution](#)

**132.**

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**133.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Szoboszlai10's solution](#)

**134.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Szoboszlai10's solution](#)

**135.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs

[Szoboszlai10's solution](#)

**136.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Szoboszlai10's solution](#)

**137.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Szoboszlai10's solution](#)

**138.**

1416A

[K-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Szoboszlai10's solution](#)

**139.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Szoboszlai10's solution](#)

**140.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Szoboszlai10's solution](#)

**141.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Szoboszlai10's solution](#)

**142.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[Szoboszlai10's solution](#)

**143.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Szoboszlai10's solution](#)

**144.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Szoboszlai10's solution](#)

**145.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Szoboszlai10's solution](#)

**146.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Szoboszlai10's solution](#)

**147.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

**148.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Szoboszlai10's solution](#)

**149.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Szoboszlai10's solution](#)

**150.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Szoboszlai10's solution](#)

**151.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**152.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**153.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Szoboszlai10's solution](#)

**154.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Szoboszlai10's solution](#)

**155.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Szoboszlai10's solution](#)

**156.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,579 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Szoboszlai10's solution](#)

**157.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Szoboszlai10's solution](#)

**158.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Szoboszlai10's solution](#)

**159.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Szoboszlai10's solution](#)

**160.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Szoboszlai10's solution](#)

**161.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Szoboszlai10's solution](#)

**162.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Szoboszlai10's solution](#)

**163.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Szoboszlai10's solution](#)

**164.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Szoboszlai10's solution](#)

**165.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Szoboszlai10's solution](#)

**166.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Szoboszlai10's solution](#)

**167.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Szoboszlai10's solution](#)

**168.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Szoboszlai10's solution](#)

**169.**

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Szoboszlai10's solution](#)

**170.**

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Szoboszlai10's solution](#)

**171.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Szoboszlai10's solution](#)

**172.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Szoboszlai10's solution](#)

**173.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[Szoboszlai10's solution](#)

**174.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Szoboszlai10's solution](#)

**175.**

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

[Szoboszlai10's solution](#)

**176.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Szoboszlai10's solution](#)

**177.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Szoboszlai10's solution](#)

**178.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Szoboszlai10's solution](#)

**179.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Szoboszlai10's solution](#)

**180.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Szoboszlai10's solution](#)

**181.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Szoboszlai10's solution](#)

**182.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Szoboszlai10's solution](#)

**183.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Szoboszlai10's solution](#)

**184.**

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Szoboszlai10's solution](#)

**185.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Szoboszlai10's solution](#)

**186.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

**187.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Szoboszlai10's solution](#)

**188.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

**189.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Szoboszlai10's solution](#)

**190.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Szoboszlai10's solution](#)

**191.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Szoboszlai10's solution](#)

**192.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Szoboszlai10's solution](#)

**193.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Szoboszlai10's solution](#)

**194.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Szoboszlai10's solution](#)

**195.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Szoboszlai10's solution](#)

**196.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Szoboszlai10's solution](#)

**197.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Szoboszlai10's solution](#)

**198.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Szoboszlai10's solution](#)

**199.**

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Szoboszlai10's solution](#)

**200.**

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Szoboszlai10's solution](#)

**201.**

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Szoboszlai10's solution](#)

**202.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Szoboszlai10's solution](#)

**203.**

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Szoboszlai10's solution](#)

**204.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Szoboszlai10's solution](#)

**205.**

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Szoboszlai10's solution](#)

**206.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Szoboszlai10's solution](#)

**207.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[Szoboszlai10's solution](#)

**208.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Szoboszlai10's solution](#)

**209.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[Szoboszlai10's solution](#)

## 210.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math  
[Szoboszlai10's solution](#)

## 211.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Szoboszlai10's solution](#)

## 212.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[Szoboszlai10's solution](#)

## 213.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[Szoboszlai10's solution](#)

## 214.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[Szoboszlai10's solution](#)

## 215.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[Szoboszlai10's solution](#)

## 216.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[Szoboszlai10's solution](#)

## 217.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[Szoboszlai10's solution](#)

## 218.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math  
[Szoboszlai10's solution](#)

## 219.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Szoboszlai10's solution](#)

**220.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Szoboszlai10's solution](#)

**221.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Szoboszlai10's solution](#)

**222.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Szoboszlai10's solution](#)

**223.**

1191D

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

Rating: 1800 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Szoboszlai10's solution](#)

**224.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Szoboszlai10's solution](#)

**225.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

**226.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Szoboszlai10's solution](#)

**227.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Szoboszlai10's solution](#)

**228.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 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

[Szoboszlai10's solution](#)

**229.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Szoboszlai10's solution](#)

**230.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Szoboszlai10's solution](#)

**231.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Szoboszlai10's solution](#)

**232.**

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Szoboszlai10's solution](#)

**233.**

1444B

[Divide and Sum · Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Szoboszlai10's solution](#)

**234.**

1213E

[Two Small Strings · Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Szoboszlai10's solution](#)

**235.**

1434A

[Perform Easily · Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Szoboszlai10's solution](#)

**236.**

1428D

[Bouncing Boomerangs · Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

**237.**

1328E

[Tree Queries · Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Szoboszlai10's solution](#)

**238.**

178D2

[Magic Squares · Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Szoboszlai10's solution](#)

**239.**

1305D

[Kuroni and the Celebration · Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Szoboszlai10's solution](#)

**240.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings  
[Szoboszlai10's solution](#)

**241.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation  
[Szoboszlai10's solution](#)

**242.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[Szoboszlai10's solution](#)

**243.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings  
[Szoboszlai10's solution](#)

**244.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation  
[Szoboszlai10's solution](#)

**245.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[Szoboszlai10's solution](#)

**246.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths  
[Szoboszlai10's solution](#)

**247.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers  
[Szoboszlai10's solution](#)

**248.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[Szoboszlai10's solution](#)

**249.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[Szoboszlai10's solution](#)

**250.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Szoboszlai10's solution](#)

**251.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Szoboszlai10's solution](#)

**252.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Szoboszlai10's solution](#)

**253.**

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Szoboszlai10's solution](#)

**254.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Szoboszlai10's solution](#)

**255.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Szoboszlai10's solution](#)

**256.**

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[Szoboszlai10's solution](#)

**257.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Szoboszlai10's solution](#)

**258.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2021-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Szoboszlai10's solution](#)

**259.**

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Szoboszlai10's solution](#)

**260.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Szoboszlai10's solution](#)

## 261.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Szoboszlai10's solution](#)

## 262.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Szoboszlai10's solution](#)

## 263.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Szoboszlai10's solution](#)

## 264.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Szoboszlai10's solution](#)

## 265.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Szoboszlai10's solution](#)

## 266.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Szoboszlai10's solution](#)

## 267.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Szoboszlai10's solution](#)

## 268.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Szoboszlai10's solution](#)

## 269.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Szoboszlai10's solution](#)

## 270.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Szoboszlai10's solution](#)

**271.**

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

[Szoboszlai10's solution](#)

**272.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Szoboszlai10's solution](#)

**273.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[Szoboszlai10's solution](#)

**274.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Szoboszlai10's solution](#)

**275.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Szoboszlai10's solution](#)

**276.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Szoboszlai10's solution](#)

**277.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Szoboszlai10's solution](#)

**278.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Szoboszlai10's solution](#)

**279.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Szoboszlai10's solution](#)

**280.**

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Szoboszlai10's solution](#)

**281.**

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Szoboszlai10's solution](#)

**282.**

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Szoboszlai10's solution](#)

**283.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Szoboszlai10's solution](#)

**284.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Szoboszlai10's solution](#)

**285.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Szoboszlai10's solution](#)

**286.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Szoboszlai10's solution](#)

**287.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Szoboszlai10's solution](#)

**288.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Szoboszlai10's solution](#)

**289.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Szoboszlai10's solution](#)

**290.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Szoboszlai10's solution](#)

**291.**

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Szoboszlai10's solution](#)

**292.**

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Szoboszlai10's solution](#)

**293.**

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Szoboszlai10's solution](#)

**294.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Szoboszlai10's solution](#)

**295.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Szoboszlai10's solution](#)

**296.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Szoboszlai10's solution](#)

**297.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Szoboszlai10's solution](#)

**298.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-07 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Szoboszlai10's solution](#)

**299.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Szoboszlai10's solution](#)

**300.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[Szoboszlai10's solution](#)

**301.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Szoboszlai10's solution](#)

**302.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Szoboszlai10's solution](#)

**303.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Szoboszlai10's solution](#)

**304.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Szoboszlai10's solution](#)

**305.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Szoboszlai10's solution](#)

**306.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Szoboszlai10's solution](#)

**307.**

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Szoboszlai10's solution](#)

**308.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Szoboszlai10's solution](#)

**309.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Szoboszlai10's solution](#)

**310.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Szoboszlai10's solution](#)

**311.**

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Szoboszlai10's solution](#)

**312.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Szoboszlai10's solution](#)

**313.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Szoboszlai10's solution](#)

**314.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Szoboszlai10's solution](#)

**315.**

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Szoboszlai10's solution](#)

**316.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Szoboszlai10's solution](#)

**317.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Szoboszlai10's solution](#)

**318.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Szoboszlai10's solution](#)

**319.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Szoboszlai10's solution](#)

**320.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[Szoboszlai10's solution](#)

**321.**

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-10-06 · last AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, graphs, trees

[Szoboszlai10's solution](#)

**322.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Szoboszlai10's solution](#)

**323.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Szoboszlai10's solution](#)

**324.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Szoboszlai10's solution](#)

**325.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Szoboszlai10's solution](#)

**326.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Szoboszlai10's solution](#)

**327.**

1204E

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

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Szoboszlai10's solution](#)

**328.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Szoboszlai10's solution](#)

**329.**

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Szoboszlai10's solution](#)

**330.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Szoboszlai10's solution](#)

**331.**

1172C1

[Nauvo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-12 · last AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Szoboszlai10's solution](#)

**332.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Szoboszlai10's solution](#)

**333.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Szoboszlai10's solution](#)

**334.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Szoboszlai10's solution](#)

**335.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Szoboszlai10's solution](#)

**336.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Szoboszlai10's solution](#)

**337.**

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Szoboszlai10's solution](#)

**338.**

606E

[Freelancer's Dreams](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Szoboszlai10's solution](#)

**339.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Szoboszlai10's solution](#)

**340.**

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Szoboszlai10's solution](#)

**341.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Szoboszlai10's solution](#)

**342.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-02-01 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Szoboszlai10's solution](#)

**343.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Szoboszlai10's solution](#)

**344.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Szoboszlai10's solution](#)

**345.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Szoboszlai10's solution](#)

**346.**

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Szoboszlai10's solution](#)

**347.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Szoboszlai10's solution](#)

**348.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Szoboszlai10's solution](#)

**349.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Szoboszlai10's solution](#)

**350.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Szoboszlai10's solution](#)

**351.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Szoboszlai10's solution](#)

**352.**

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Szoboszlai10's solution](#)

**353.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Szoboszlai10's solution](#)

**354.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Szoboszlai10's solution](#)

**355.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Szoboszlai10's solution](#)

**356.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Szoboszlai10's solution](#)

**357.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Szoboszlai10's solution](#)

**358.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Szoboszlai10's solution](#)

**359.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Szoboszlai10's solution](#)

**360.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[Szoboszlai10's solution](#)

**361.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Szoboszlai10's solution](#)

**362.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[Szoboszlai10's solution](#)

**363.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[Szoboszlai10's solution](#)

**364.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[Szoboszlai10's solution](#)

**365.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers  
[Szoboszlai10's solution](#)

**366.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities  
[Szoboszlai10's solution](#)

**367.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees  
[Szoboszlai10's solution](#)

**368.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees  
[Szoboszlai10's solution](#)

**369.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Szoboszlai10's solution](#)

**370.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Szoboszlai10's solution](#)

**371.**

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Szoboszlai10's solution](#)

**372.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Szoboszlai10's solution](#)

**373.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Szoboszlai10's solution](#)

**374.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Szoboszlai10's solution](#)

**375.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory

[Szoboszlai10's solution](#)

**376.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Szoboszlai10's solution](#)

**377.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Szoboszlai10's solution](#)

**378.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Szoboszlai10's solution](#)

**379.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Szoboszlai10's solution](#)

**380.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Szoboszlai10's solution](#)

**381.**

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Szoboszlai10's solution](#)

**382.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Szoboszlai10's solution](#)

**383.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Szoboszlai10's solution](#)

**384.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Szoboszlai10's solution](#)

**385.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Szoboszlai10's solution](#)

**386.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[Szoboszlai10's solution](#)

**387.**

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Szoboszlai10's solution](#)

**388.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive

[Szoboszlai10's solution](#)

**389.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Szoboszlai10's solution](#)

**390.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[Szoboszlai10's solution](#)

**391.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Szoboszlai10's solution](#)

**392.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Szoboszlai10's solution](#)

**393.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Szoboszlai10's solution](#)

**394.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Szoboszlai10's solution](#)

**395.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · last AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Szoboszlai10's solution](#)

**396.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[Szoboszlai10's solution](#)

**397.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Szoboszlai10's solution](#)

**398.**

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Szoboszlai10's solution](#)

**399.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[Szoboszlai10's solution](#)

**400.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, data structures,

divide and conquer, dsu

[Szoboszlai10's solution](#)

**401.**

1425I

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

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Szoboszlai10's solution](#)

**402.**

2196E1

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

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Szoboszlai10's solution](#)

**403.**

2018F1

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

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Szoboszlai10's solution](#)

**404.**

1987G1

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

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[Szoboszlai10's solution](#)

**405.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Szoboszlai10's solution](#)

**406.**

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Szoboszlai10's solution](#)

**407.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Szoboszlai10's solution](#)

**408.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Szoboszlai10's solution](#)

**409.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry

[Szoboszlai10's solution](#)

**410.**

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive, shortest paths

[Szoboszlai10's solution](#)

**411.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, greedy, math, strings  
[Szoboszlai10's solution](#)

**412.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[Szoboszlai10's solution](#)

**413.**

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows  
[Szoboszlai10's solution](#)

**414.**

2018F2

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

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[Szoboszlai10's solution](#)

**415.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers  
[Szoboszlai10's solution](#)

**416.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry  
[Szoboszlai10's solution](#)

**417.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths  
[Szoboszlai10's solution](#)

**418.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[Szoboszlai10's solution](#)

**419.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[Szoboszlai10's solution](#)

**420.**

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[Szoboszlai10's solution](#)

**421.**

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math  
[Szoboszlai10's solution](#)

**422.**

1465F

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Szoboszlai10's solution](#)

**423.**

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive, shortest paths  
[Szoboszlai10's solution](#)

**424.**

2187F1

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

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees  
[Szoboszlai10's solution](#)

**425.**

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers  
[Szoboszlai10's solution](#)

**426.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Szoboszlai10's solution](#)

**427.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[Szoboszlai10's solution](#)

**428.**

2018F3

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

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[Szoboszlai10's solution](#)

**429.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[Szoboszlai10's solution](#)

**430.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths  
[Szoboszlai10's solution](#)

**431.**

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[Szoboszlai10's solution](#)

**432.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Szoboszlai10's solution](#)

**433.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings  
[Szoboszlai10's solution](#)

**434.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games  
[Szoboszlai10's solution](#)

**435.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[Szoboszlai10's solution](#)

**436.**

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, interactive  
[Szoboszlai10's solution](#)

**437.**

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers  
[Szoboszlai10's solution](#)

**438.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-02 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Szoboszlai10's solution](#)

**439.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Szoboszlai10's solution](#)

**440.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs  
[Szoboszlai10's solution](#)

**441.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings  
[Szoboszlai10's solution](#)

**442.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Szoboszlai10's solution](#)

**443.**

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Szoboszlai10's solution](#)

**444.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, interactive

[Szoboszlai10's solution](#)

**445.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Szoboszlai10's solution](#)

**446.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Szoboszlai10's solution](#)

**447.**

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Szoboszlai10's solution](#)

**448.**

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Szoboszlai10's solution](#)

**449.**

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Szoboszlai10's solution](#)

**450.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Szoboszlai10's solution](#)

**451.**

1930H

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Szoboszlai10's solution](#)

**452.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[Szoboszlai10's solution](#)

**453.**

1254E

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

Quality: 366 global accepts · Rating: 3300 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees  
[Szoboszlai10's solution](#)

**454.**

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings  
[Szoboszlai10's solution](#)

**455.**

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers  
[Szoboszlai10's solution](#)

**456.**

1237H

[Balanced Reversals](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Szoboszlai10's solution](#)

**457.**

1368H1

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

Quality: 456 global accepts · Rating: 3300 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy  
[Szoboszlai10's solution](#)

**458.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees  
[Szoboszlai10's solution](#)

**459.**

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[Szoboszlai10's solution](#)

**460.**

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[Szoboszlai10's solution](#)

**461.**

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, interactive  
[Szoboszlai10's solution](#)

**462.**

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-10-23 · last AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, trees  
[Szoboszlai10's solution](#)

**463.**

2183I2

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

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Szoboszlai10's solution](#)

**464.**

2187F2

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

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Szoboszlai10's solution](#)

**465.**

2135F

[To the Infinity · Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[Szoboszlai10's solution](#)

**466.**

2046E2

[Cheops and a Contest \(Hard Version\) · Tutorial](#)

Quality: 89 global accepts · Rating: 3500 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Szoboszlai10's solution](#)

**467.**

1545E1

[AquaMoon and Time Stop \(easy version\) · Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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**476.**

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