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Unique solved — Talaodi

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

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Count: 620

1.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[Talaodi's solution](#)

2.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: [sortings](#), [strings](#)

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3.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)

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4.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: [strings](#)

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5.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[Talaodi's solution](#)

6.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [sortings](#), [two pointers](#)

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7.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)

[Talaodi's solution](#)

8.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)

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9.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#)

[Talaodi's solution](#)

10.

1787A

[Exponential Equation](#) · [Tutorial](#)

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11.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

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12.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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13.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2022-12-12 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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14.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,607 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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15.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

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16.

1734A

[Select Three Sticks](#) · [Tutorial](#)

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17.

1642A

[Hard Way](#) · [Tutorial](#)

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18.

1592A

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Quality: 23,791 global accepts · Rating: 800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Talaodi's solution](#)

19.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Talaodi's solution](#)

20.

1646B

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Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

constructive algorithms, greedy, sortings, two pointers

[Talaodi's solution](#)

21.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Talaodi's solution](#)

22.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: math

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23.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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24.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2021-08-23 · last AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Talaodi's solution](#)

25.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Talaodi's solution](#)

26.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Talaodi's solution](#)

27.

1584A

[Mathematical Addition](#) · [Tutorial](#)

Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

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28.

1589A

[Mathematical Addition](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

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29.

1602A

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30.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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31.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

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32.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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33.

1547B

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

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34.

1547A

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Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: implementation, math

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35.

1382A

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Quality: 27,360 global accepts · Rating: 800 · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force

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36.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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37.

1472B

[Fair Division](#) · [Tutorial](#)

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[Talaodi's solution](#)

38.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-07-05 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: greedy, math

[Talaodi's solution](#)

39.

1542A

[Odd Set](#) · [Tutorial](#)

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40.

1537A

[Arithmetic Array](#) · [Tutorial](#)

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41.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-17 · last AC: 2021-06-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Talaodi's solution](#)

42.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-06-17 · last AC: 2021-06-17 · GNU C++11 (first AC) · Tags: math, number theory

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43.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, math

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44.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2021-04-29 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, strings

[Talaodi's solution](#)

45.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

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46.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Talaodi's solution](#)

47.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Talaodi's solution](#)

48.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Talaodi's solution](#)

49.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Talaodi's solution](#)

50.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Talaodi's solution](#)

51.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Talaodi's solution](#)

52.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Talaodi's solution](#)

53.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Talaodi's solution](#)

54.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: greedy

[Talaodi's solution](#)

55.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: implementation, number theory

[Talaodi's solution](#)

56.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,304 global accepts · Rating: 900 · first AC: 2021-06-18 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Talaodi's solution](#)

57.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-06-17 · last AC: 2021-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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58.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: implementation

[Talaodi's solution](#)

59.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Talaodi's solution](#)

60.

1266A

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Quality: 17,514 global accepts · Rating: 1000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math

[Talaodi's solution](#)

61.

1916B

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Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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62.

1851C

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Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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63.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Talaodi's solution](#)

64.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Talaodi's solution](#)

65.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Talaodi's solution](#)

66.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Talaodi's solution](#)

67.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Talaodi's solution](#)

68.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Talaodi's solution](#)

69.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2022-12-10 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Talaodi's solution](#)

70.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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71.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

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72.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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73.

1614B

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

Quality: 29,031 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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74.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Talaodi's solution](#)

75.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Talaodi's solution](#)

76.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2021-05-12 · last AC: 2021-05-15 · GNU C++11 (first AC) · Tags: brute force, math

[Talaodi's solution](#)

77.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2021-05-04 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: math, sortings

[Talaodi's solution](#)

78.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Talaodi's solution](#)

79.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Talaodi's solution](#)

80.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Talaodi's solution](#)

81.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Talaodi's solution](#)

82.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Talaodi's solution](#)

83.

1426C

[Increase and Copy](#) · [Tutorial](#)

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algorithms, math

[Talaodi's solution](#)

84.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Talaodi's solution](#)

85.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Talaodi's solution](#)

86.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · last AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Talaodi's solution](#)

87.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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88.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Talaodi's solution](#)

89.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: dp, games

[Talaodi's solution](#)

90.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2021-07-08 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Talaodi's solution](#)

91.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, strings

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92.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Talaodi's solution](#)

93.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-07-05 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: dp, graphs

[Talaodi's solution](#)

- 94.**
967A
[Mind the Gap · Tutorial](#)
Quality: 4,641 global accepts · Rating: 1100 · first AC: 2021-05-04 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: implementation
[Talaodi's solution](#)
- 95.**
1951B
[Battle Cows · Tutorial](#)
Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[Talaodi's solution](#)
- 96.**
1916C
[Training Before the Olympiad · Tutorial](#)
Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
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- 97.**
1870B
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- 98.**
1734C
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- 99.**
1594C
[Make Them Equal · Tutorial](#)
Quality: 28,340 global accepts · Rating: 1200 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings
[Talaodi's solution](#)
- 100.**
1642C
[Great Sequence · Tutorial](#)
Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Talaodi's solution](#)
- 101.**
1586B
[Omkar and Heavenly Tree · Tutorial](#)
Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees
[Talaodi's solution](#)
- 102.**
1472D
[Even-Odd Game · Tutorial](#)
Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-07-05 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings
[Talaodi's solution](#)
- 103.**
1537C
[Challenging Cliffs · Tutorial](#)
Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Talaodi's solution](#)

104.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-17 · last AC: 2021-06-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Talaodi's solution](#)

105.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, greedy, sortings

[Talaodi's solution](#)

106.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Talaodi's solution](#)

107.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Talaodi's solution](#)

108.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Talaodi's solution](#)

109.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Talaodi's solution](#)

110.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2022-12-10 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Talaodi's solution](#)

111.

1753A1

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

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

[Talaodi's solution](#)

112.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Talaodi's solution](#)

113.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Talaodi's solution](#)

114.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Talaodi's solution](#)

115.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[Talaodi's solution](#)

116.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Talaodi's solution](#)

117.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[Talaodi's solution](#)

118.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Talaodi's solution](#)

119.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Talaodi's solution](#)

120.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Talaodi's solution](#)

121.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Talaodi's solution](#)

122.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[Talaodi's solution](#)

123.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Talaodi's solution](#)

124.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,320 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Talaodi's solution](#)

125.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[Talaodi's solution](#)

126.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Talaodi's solution](#)

127.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
[Talaodi's solution](#)

128.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings
[Talaodi's solution](#)

129.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[Talaodi's solution](#)

130.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings
[Talaodi's solution](#)

131.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, sortings
[Talaodi's solution](#)

132.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
[Talaodi's solution](#)

133.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2021-05-12 · last AC: 2021-05-15 · GNU C++11 (first AC) · Tags: greedy, sortings
[Talaodi's solution](#)

134.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2021-05-12 · last AC: 2021-05-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Talaodi's solution](#)

135.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Talaodi's solution](#)

136.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Talaodi's solution](#)

137.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Talaodi's solution](#)

138.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Talaodi's solution](#)

139.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2022-12-12 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Talaodi's solution](#)

140.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2022-12-12 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Talaodi's solution](#)

141.

1753A2

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

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

[Talaodi's solution](#)

142.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Talaodi's solution](#)

143.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Talaodi's solution](#)

144.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Talaodi's solution](#)

145.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Talaodi's solution](#)

146.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Talaodi's solution](#)

147.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Talaodi's solution](#)

148.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-17 · last AC: 2021-06-17 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[Talaodi's solution](#)

149.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[Talaodi's solution](#)

150.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Talaodi's solution](#)

151.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Talaodi's solution](#)

152.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Talaodi's solution](#)

153.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Talaodi's solution](#)

154.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2022-03-15 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Talaodi's solution](#)

155.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[Talaodi's solution](#)

156.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-11-12 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Talaodi's solution](#)

157.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[Talaodi's solution](#)

158.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Talaodi's solution](#)

159.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Talaodi's solution](#)

160.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Talaodi's solution](#)

161.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory

[Talaodi's solution](#)

162.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Talaodi's solution](#)

163.

925A

[Stairs and Elevators](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: binary search

[Talaodi's solution](#)

164.

967C

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: binary search

[Talaodi's solution](#)

165.

1397C

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

Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Talaodi's solution](#)

166.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Talaodi's solution](#)

167.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, interactive

[Talaodi's solution](#)

168.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dsu

[Talaodi's solution](#)

169.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Talaodi's solution](#)

170.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Talaodi's solution](#)

171.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Talaodi's solution](#)

172.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Talaodi's solution](#)

173.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2022-12-12 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Talaodi's solution](#)

174.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-12-10 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Talaodi's solution](#)

175.

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Talaodi's solution](#)

176.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Talaodi's solution](#)

177.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Talaodi's solution](#)

178.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Talaodi's solution](#)

179.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Talaodi's solution](#)

180.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Talaodi's solution](#)

181.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Talaodi's solution](#)

182.

1321D

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

Rating: 1700 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Talaodi's solution](#)

183.

1324E

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

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: dp, implementation

[Talaodi's solution](#)

184.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-07-05 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Talaodi's solution](#)

185.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: games, math, number theory

[Talaodi's solution](#)

186.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2021-05-12 · last AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Talaodi's solution](#)

187.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[Talaodi's solution](#)

188.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Talaodi's solution](#)

189.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Talaodi's solution](#)

190.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Talaodi's solution](#)

191.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Talaodi's solution](#)

192.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Talaodi's solution](#)

193.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

194.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2022-03-15 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math, ternary search

[Talaodi's solution](#)

195.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[Talaodi's solution](#)

196.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2021-11-12 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Talaodi's solution](#)

197.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-07-07 · last AC: 2021-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Talaodi's solution](#)

198.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Talaodi's solution](#)

199.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Talaodi's solution](#)

200.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Talaodi's solution](#)

201.

220B

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

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Talaodi's solution](#)

202.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Talaodi's solution](#)

203.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Talaodi's solution](#)

204.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Talaodi's solution](#)

205.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Talaodi's solution](#)

206.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-12-10 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Talaodi's solution](#)

207.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Talaodi's solution](#)

208.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

209.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Talaodi's solution](#)

210.

1471D

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

Rating: 1900 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Talaodi's solution](#)

211.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Talaodi's solution](#)

212.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Talaodi's solution](#)

213.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: dp

[Talaodi's solution](#)

214.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[Talaodi's solution](#)

215.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Talaodi's solution](#)

216.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[Talaodi's solution](#)

217.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-05-12 · last AC: 2021-05-15 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Talaodi's solution](#)

218.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, interactive

[Talaodi's solution](#)

219.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dsu

[Talaodi's solution](#)

220.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Talaodi's solution](#)

221.

1951D

[Buying Jewels](#) · [Tutorial](#)

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

[Talaodi's solution](#)

222.

1951E

[No Palindromes](#) · [Tutorial](#)

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

[Talaodi's solution](#)

223.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Talaodi's solution](#)

224.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu,

graphs, implementation, sortings, trees, two pointers

[Talaodi's solution](#)

225.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Talaodi's solution](#)

226.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Talaodi's solution](#)

227.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Talaodi's solution](#)

228.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-12-10 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[Talaodi's solution](#)

229.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: ternary search

[Talaodi's solution](#)

230.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Talaodi's solution](#)

231.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-03-15 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Talaodi's solution](#)

232.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Talaodi's solution](#)

233.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Talaodi's solution](#)

234.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows,

graphs, greedy

[Talaodi's solution](#)

235.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Talaodi's solution](#)

236.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2021-11-12 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Talaodi's solution](#)

237.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[Talaodi's solution](#)

238.

39A

[C*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, greedy

[Talaodi's solution](#)

239.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Talaodi's solution](#)

240.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Talaodi's solution](#)

241.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Talaodi's solution](#)

242.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Talaodi's solution](#)

243.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Talaodi's solution](#)

244.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation

[Talaodi's solution](#)

245.

1942D

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

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

[Talaodi's solution](#)

246.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[Talaodi's solution](#)

247.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Talaodi's solution](#)

248.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Talaodi's solution](#)

249.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Talaodi's solution](#)

250.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Talaodi's solution](#)

251.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Talaodi's solution](#)

252.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Talaodi's solution](#)

253.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Talaodi's solution](#)

254.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Talaodi's solution](#)

255.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Talaodi's solution](#)

256.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Talaodi's solution](#)

257.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Talaodi's solution](#)

258.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Talaodi's solution](#)

259.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Talaodi's solution](#)

260.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, strings

[Talaodi's solution](#)

261.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-10 · last AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Talaodi's solution](#)

262.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Talaodi's solution](#)

263.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

264.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Talaodi's solution](#)

265.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Talaodi's solution](#)

266.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[Talaodi's solution](#)

267.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Talaodi's solution](#)

268.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Talaodi's solution](#)

269.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Talaodi's solution](#)

270.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[Talaodi's solution](#)

271.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Talaodi's solution](#)

272.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Talaodi's solution](#)

273.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures

[Talaodi's solution](#)

274.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two

pointers

[Talaodi's solution](#)

275.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Talaodi's solution](#)

276.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Talaodi's solution](#)

277.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Talaodi's solution](#)

278.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

279.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Talaodi's solution](#)

280.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Talaodi's solution](#)

281.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Talaodi's solution](#)

282.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Talaodi's solution](#)

283.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Talaodi's solution](#)

284.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Talaodi's solution](#)

285.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Talaodi's solution](#)

286.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Talaodi's solution](#)

287.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Talaodi's solution](#)

288.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Talaodi's solution](#)

289.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Talaodi's solution](#)

290.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Talaodi's solution](#)

291.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Talaodi's solution](#)

292.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Talaodi's solution](#)

293.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Talaodi's solution](#)

294.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Talaodi's solution](#)

295.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[Talaodi's solution](#)

296.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2021-11-12 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Talaodi's solution](#)

297.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Talaodi's solution](#)

298.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[Talaodi's solution](#)

299.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Talaodi's solution](#)

300.

1602E

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

Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Talaodi's solution](#)

301.

300E

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

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Talaodi's solution](#)

302.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Talaodi's solution](#)

303.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Talaodi's solution](#)

304.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Talaodi's solution](#)

305.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

306.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Talaodi's solution](#)

307.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2021-06-12 · last AC: 2021-06-15 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Talaodi's solution](#)

308.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Talaodi's solution](#)

309.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[Talaodi's solution](#)

310.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Talaodi's solution](#)

311.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Talaodi's solution](#)

312.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

313.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Talaodi's solution](#)

314.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[Talaodi's solution](#)

315.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Talaodi's solution](#)

316.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Talaodi's solution](#)

317.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Talaodi's solution](#)

318.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Talaodi's solution](#)

319.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Talaodi's solution](#)

320.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Talaodi's solution](#)

321.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-12-10 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Talaodi's solution](#)

322.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Talaodi's solution](#)

323.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Talaodi's solution](#)

324.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Talaodi's solution](#)

325.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Talaodi's solution](#)

326.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Talaodi's solution](#)

327.

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[Talaodi's solution](#)

328.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Talaodi's solution](#)

329.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Talaodi's solution](#)

330.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-01-26 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Talaodi's solution](#)

331.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Talaodi's solution](#)

332.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Talaodi's solution](#)

333.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

334.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Talaodi's solution](#)

335.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[Talaodi's solution](#)

336.

1045H

[Self-exploration · Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[Talaodi's solution](#)

337.

922F

[Divisibility · Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Talaodi's solution](#)

338.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Talaodi's solution](#)

339.

1523D

[Love-Hate · Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Talaodi's solution](#)

340.

710F

[String Set Queries · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Talaodi's solution](#)

341.

1032F

[Vasya and Maximum Matching · Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Talaodi's solution](#)

342.

1242C

[Sum Balance · Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-12-09 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Talaodi's solution](#)

343.

1392F

[Omkar and Landslide · Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Talaodi's solution](#)

344.

1263F

[Economic Difficulties · Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Talaodi's solution](#)

345.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Talaodi's solution](#)

346.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities, two pointers

[Talaodi's solution](#)

347.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Talaodi's solution](#)

348.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Talaodi's solution](#)

349.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Talaodi's solution](#)

350.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Talaodi's solution](#)

351.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Talaodi's solution](#)

352.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, graphs

[Talaodi's solution](#)

353.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures, dp

[Talaodi's solution](#)

354.

246E

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

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Talaodi's solution](#)

355.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Talaodi's solution](#)

356.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-04-20 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Talaodi's solution](#)

357.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Talaodi's solution](#)

358.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Talaodi's solution](#)

359.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Talaodi's solution](#)

360.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Talaodi's solution](#)

361.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Talaodi's solution](#)

362.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Talaodi's solution](#)

363.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Talaodi's solution](#)

364.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Talaodi's solution](#)

365.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Talaodi's solution](#)

366.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Talaodi's solution](#)

367.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Talaodi's solution](#)

368.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Talaodi's solution](#)

369.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Talaodi's solution](#)

370.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Talaodi's solution](#)

371.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Talaodi's solution](#)

372.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Talaodi's solution](#)

373.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[Talaodi's solution](#)

374.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Talaodi's solution](#)

375.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-12-10 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Talaodi's solution](#)

376.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2021-12-09 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Talaodi's solution](#)

377.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Talaodi's solution](#)

378.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-06-28 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, number theory

[Talaodi's solution](#)

379.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Talaodi's solution](#)

380.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Talaodi's solution](#)

381.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Talaodi's solution](#)

382.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Talaodi's solution](#)

383.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-04-26 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Talaodi's solution](#)

384.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-04-25 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Talaodi's solution](#)

385.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-04-23 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Talaodi's solution](#)

386.

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2022-12-12 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Talaodi's solution](#)

387.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-12-12 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Talaodi's solution](#)

388.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Talaodi's solution](#)

389.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[Talaodi's solution](#)

390.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

391.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

392.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-03-02 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Talaodi's solution](#)

393.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Talaodi's solution](#)

394.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Talaodi's solution](#)

395.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Talaodi's solution](#)

396.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Talaodi's solution](#)

397.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Talaodi's solution](#)

398.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Talaodi's solution](#)

399.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Talaodi's solution](#)

400.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2022-01-12 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Talaodi's solution](#)

401.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Talaodi's solution](#)

402.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-01-13 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Talaodi's solution](#)

403.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2022-01-13 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Talaodi's solution](#)

404.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Talaodi's solution](#)

405.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Talaodi's solution](#)

406.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2021-04-22 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures

[Talaodi's solution](#)

407.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Talaodi's solution](#)

408.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Talaodi's solution](#)

409.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[Talaodi's solution](#)

410.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Talaodi's solution](#)

411.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[Talaodi's solution](#)

412.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Talaodi's solution](#)

413.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Talaodi's solution](#)

414.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Talaodi's solution](#)

415.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Talaodi's solution](#)

416.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Talaodi's solution](#)

417.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-04-27 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Talaodi's solution](#)

418.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-04-25 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Talaodi's solution](#)

419.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Talaodi's solution](#)

420.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Talaodi's solution](#)

421.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Talaodi's solution](#)

422.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[Talaodi's solution](#)

423.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Talaodi's solution](#)

424.

482D

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

Quality: 595 global accepts · Rating: 2700 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Talaodi's solution](#)

425.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Talaodi's solution](#)

426.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, strings

[Talaodi's solution](#)

427.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[Talaodi's solution](#)

428.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Talaodi's solution](#)

429.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Talaodi's solution](#)

430.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Talaodi's solution](#)

431.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Talaodi's solution](#)

432.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Talaodi's solution](#)

433.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Talaodi's solution](#)

434.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Talaodi's solution](#)

435.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Talaodi's solution](#)

436.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Talaodi's solution](#)

437.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dp, matrices

[Talaodi's solution](#)

438.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: data structures

[Talaodi's solution](#)

439.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Talaodi's solution](#)

440.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Talaodi's solution](#)

441.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Talaodi's solution](#)

442.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, trees

[Talaodi's solution](#)

443.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Talaodi's solution](#)

444.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Talaodi's solution](#)

445.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

446.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Talaodi's solution](#)

447.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

448.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[Talaodi's solution](#)

449.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Talaodi's solution](#)

450.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Talaodi's solution](#)

451.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Talaodi's solution](#)

452.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-04-28 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

453.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-04-23 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Talaodi's solution](#)

454.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Talaodi's solution](#)

455.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Talaodi's solution](#)

456.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Talaodi's solution](#)

457.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Talaodi's solution](#)

458.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Talaodi's solution](#)

459.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[Talaodi's solution](#)

460.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Talaodi's solution](#)

461.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Talaodi's solution](#)

462.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Talaodi's solution](#)

463.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Talaodi's solution](#)

464.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Talaodi's solution](#)

465.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Talaodi's solution](#)

466.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Talaodi's solution](#)

467.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Talaodi's solution](#)

468.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Talaodi's solution](#)

469.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Talaodi's solution](#)

470.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Talaodi's solution](#)

471.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Talaodi's solution](#)

472.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Talaodi's solution](#)

473.

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Talaodi's solution](#)

474.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Talaodi's solution](#)

475.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Talaodi's solution](#)

476.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[Talaodi's solution](#)

477.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

478.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[Talaodi's solution](#)

479.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Talaodi's solution](#)

480.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[Talaodi's solution](#)

481.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Talaodi's solution](#)

482.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Talaodi's solution](#)

483.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Talaodi's solution](#)

484.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[Talaodi's solution](#)

485.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Talaodi's solution](#)

486.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[Talaodi's solution](#)

487.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Talaodi's solution](#)

488.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Talaodi's solution](#)

489.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Talaodi's solution](#)

490.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[Talaodi's solution](#)

491.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Talaodi's solution](#)

492.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[Talaodi's solution](#)

493.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Talaodi's solution](#)

494.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Talaodi's solution](#)

495.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Talaodi's solution](#)

496.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Talaodi's solution](#)

497.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-01-26 · last AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[Talaodi's solution](#)

498.

1646F

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

Quality: 675 global accepts · Rating: 2900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Talaodi's solution](#)

499.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Talaodi's solution](#)

500.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-06-10 · last AC: 2021-06-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Talaodi's solution](#)

501.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Talaodi's solution](#)

502.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[Talaodi's solution](#)

503.

1868D

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

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Talaodi's solution](#)

504.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Talaodi's solution](#)

505.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Talaodi's solution](#)

506.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Talaodi's solution](#)

507.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Talaodi's solution](#)

508.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Talaodi's solution](#)

509.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Talaodi's solution](#)

510.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Talaodi's solution](#)

511.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2023-04-25 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Talaodi's solution](#)

512.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-04-21 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Talaodi's solution](#)

513.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Talaodi's solution](#)

514.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Talaodi's solution](#)

515.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[Talaodi's solution](#)

516.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Talaodi's solution](#)

517.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Talaodi's solution](#)

518.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Talaodi's solution](#)

519.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Talaodi's solution](#)

520.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

521.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Talaodi's solution](#)

522.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Talaodi's solution](#)

523.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Talaodi's solution](#)

524.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Talaodi's solution](#)

525.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[Talaodi's solution](#)

526.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Talaodi's solution](#)

527.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Talaodi's solution](#)

528.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[Talaodi's solution](#)

529.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Talaodi's solution](#)

530.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Talaodi's solution](#)

531.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Talaodi's solution](#)

532.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Talaodi's solution](#)

533.

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft

[Talaodi's solution](#)

534.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-04-14 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Talaodi's solution](#)

535.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-04-24 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Talaodi's solution](#)

536.

1349F1

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

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[Talaodi's solution](#)

537.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Talaodi's solution](#)

538.

477E

[Dreamoon and Notepad](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

539.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Talaodi's solution](#)

540.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Talaodi's solution](#)

541.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[Talaodi's solution](#)

542.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Talaodi's solution](#)

543.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Talaodi's solution](#)

544.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Talaodi's solution](#)

545.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Talaodi's solution](#)

546.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[Talaodi's solution](#)

547.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Talaodi's solution](#)

548.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Talaodi's solution](#)

549.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Talaodi's solution](#)

550.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Talaodi's solution](#)

551.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Talaodi's solution](#)

552.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Talaodi's solution](#)

553.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Talaodi's solution](#)

554.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs

[Talaodi's solution](#)

555.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-05-18 · last AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Talaodi's solution](#)

556.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

557.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Talaodi's solution](#)

558.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Talaodi's solution](#)

559.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2022-12-13 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[Talaodi's solution](#)

560.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Talaodi's solution](#)

561.

414E

[Mashmikh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

562.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Talaodi's solution](#)

563.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Talaodi's solution](#)

564.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Talaodi's solution](#)

565.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Talaodi's solution](#)

566.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Talaodi's solution](#)

567.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Talaodi's solution](#)

568.

1368H1

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

Quality: 456 global accepts · Rating: 3300 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[Talaodi's solution](#)

569.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

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570.

1148G

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Quality: 388 global accepts · Rating: 3300 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

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571.

1528F

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Quality: 342 global accepts · Rating: 3300 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

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572.

1254E

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Quality: 366 global accepts · Rating: 3300 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

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573.

1375H

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Quality: 496 global accepts · Rating: 3300 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

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574.

983D

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Quality: 513 global accepts · Rating: 3300 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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575.

1718F

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Quality: 217 global accepts · Rating: 3300 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

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576.

1290E

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Quality: 670 global accepts · Rating: 3300 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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577.

1580F

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Quality: 149 global accepts · Rating: 3300 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

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578.

914H

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579.

1119F

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580.

1693E

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581.

1515I

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Quality: 427 global accepts · Rating: 3400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Talaodi's solution](#)

582.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Talaodi's solution](#)

583.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Talaodi's solution](#)

584.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

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585.

1097H

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

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[Talaodi's solution](#)

586.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Talaodi's solution](#)

587.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Talaodi's solution](#)

588.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dsu, games

[Talaodi's solution](#)

589.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[Talaodi's solution](#)

590.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation

[Talaodi's solution](#)

591.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, trees

[Talaodi's solution](#)

592.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Talaodi's solution](#)

593.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Talaodi's solution](#)

594.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Talaodi's solution](#)

595.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Talaodi's solution](#)

596.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Talaodi's solution](#)

597.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Talaodi's solution](#)

598.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Talaodi's solution](#)

599.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Talaodi's solution](#)

600.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Talaodi's solution](#)

601.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[Talaodi's solution](#)

602.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Talaodi's solution](#)

603.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Talaodi's solution](#)

604.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

605.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

606.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

607.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Talaodi's solution](#)

608.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

609.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Talaodi's solution](#)

610.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Talaodi's solution](#)

611.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

612.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Talaodi's solution](#)

613.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

614.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

615.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)

616.

103202H

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Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)**617.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)**618.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)**619.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Talaodi's solution](#)**620.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: —

[Talaodi's solution](#)