

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

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# Unique solved — Thomas0802

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

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

Filters: none

Count: 526

1.

2211A

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

Quality: 16,084 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Thomas0802's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Thomas0802's solution](#)

3.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Thomas0802's solution](#)

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,650 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Thomas0802's solution](#)

5.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Thomas0802's solution](#)

6.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,910 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Thomas0802's solution](#)

7.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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

[Thomas0802's solution](#)

8.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Thomas0802's solution](#)

9.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,897 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Thomas0802's solution](#)

10.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Thomas0802's solution](#)

**11.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,068 global accepts · Rating: 900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Thomas0802's solution](#)

**12.**

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,137 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Thomas0802's solution](#)

**13.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Thomas0802's solution](#)

**14.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Thomas0802's solution](#)

**15.**

2211B

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

Quality: 11,637 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Thomas0802's solution](#)

**16.**

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Thomas0802's solution](#)

**17.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Thomas0802's solution](#)

**18.**

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Thomas0802's solution](#)

**19.**

2061B

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

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

[Thomas0802's solution](#)

**20.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Thomas0802's solution](#)

- 21.**  
2190A  
[Sorting Game](#) · [Tutorial](#)  
Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy  
[Thomas0802's solution](#)
- 22.**  
2135A  
[Against the Difference](#) · [Tutorial](#)  
Quality: 18,346 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[Thomas0802's solution](#)
- 23.**  
2211C1  
[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)  
Quality: 9,112 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[Thomas0802's solution](#)
- 24.**  
2127B  
[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)  
Quality: 13,495 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[Thomas0802's solution](#)
- 25.**  
2075B  
[Array Recoloring](#) · [Tutorial](#)  
Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Thomas0802's solution](#)
- 26.**  
1927D  
[Find the Different Ones!](#) · [Tutorial](#)  
Quality: 33,181 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[Thomas0802's solution](#)
- 27.**  
2190B1  
[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)  
Quality: 10,678 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[Thomas0802's solution](#)
- 28.**  
2164C  
[Dungeon](#) · [Tutorial](#)  
Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[Thomas0802's solution](#)
- 29.**  
2127C  
[Trip Shopping](#) · [Tutorial](#)  
Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[Thomas0802's solution](#)
- 30.**  
1965A  
[Everything Nim](#) · [Tutorial](#)  
Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings  
[Thomas0802's solution](#)

**31.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Thomas0802's solution](#)

**32.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

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**33.**

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

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**34.**

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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**35.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

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**36.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[Thomas0802's solution](#)

**37.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[Thomas0802's solution](#)

**38.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,466 global accepts · Rating: 1500 · first AC: 2023-07-08 · last AC: 2024-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Thomas0802's solution](#)

**39.**

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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**40.**

1795D

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

Quality: 13,074 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Thomas0802's solution](#)

- 41.**  
2063C  
[Remove Exactly Two](#) · [Tutorial](#)  
Quality: 14,644 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[Thomas0802's solution](#)
- 42.**  
2061D  
[Kevin and Numbers](#) · [Tutorial](#)  
Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[Thomas0802's solution](#)
- 43.**  
2061C  
[Kevin and Puzzle](#) · [Tutorial](#)  
Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[Thomas0802's solution](#)
- 44.**  
573B  
[Bear and Blocks](#) · [Tutorial](#)  
Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, math  
[Thomas0802's solution](#)
- 45.**  
1065C  
[Make It Equal](#) · [Tutorial](#)  
Quality: 8,292 global accepts · Rating: 1600 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Thomas0802's solution](#)
- 46.**  
1305C  
[Kuroni and Impossible Calculation](#) · [Tutorial](#)  
Quality: 18,786 global accepts · Rating: 1600 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory  
[Thomas0802's solution](#)
- 47.**  
1932E  
[Final Countdown](#) · [Tutorial](#)  
Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory  
[Thomas0802's solution](#)
- 48.**  
1822G1  
[Magic Triples \(Easy Version\)](#) · [Tutorial](#)  
Quality: 9,477 global accepts · Rating: 1700 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory  
[Thomas0802's solution](#)
- 49.**  
2135B  
[For the Champion](#) · [Tutorial](#)  
Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[Thomas0802's solution](#)
- 50.**  
1324E  
[Sleeping Schedule](#) · [Tutorial](#)  
Quality: 17,014 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[Thomas0802's solution](#)

**51.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Thomas0802's solution](#)

**52.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**53.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Thomas0802's solution](#)

**54.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Thomas0802's solution](#)

**55.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Thomas0802's solution](#)

**56.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,006 global accepts · Rating: 1700 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Thomas0802's solution](#)

**57.**

2211C2

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

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Thomas0802's solution](#)

**58.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Thomas0802's solution](#)

**59.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,196 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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**60.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

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**61.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**62.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Thomas0802's solution](#)

**63.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Thomas0802's solution](#)

**64.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Thomas0802's solution](#)

**65.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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**66.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2023-12-08 · last AC: 2024-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Thomas0802's solution](#)

**67.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Thomas0802's solution](#)

**68.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[Thomas0802's solution](#)

**69.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Thomas0802's solution](#)

**70.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Thomas0802's solution](#)

**71.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Thomas0802's solution](#)

**72.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Thomas0802's solution](#)

**73.**

1883G2

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

Quality: 6,742 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

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**74.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

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**75.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,498 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Thomas0802's solution](#)

**76.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Thomas0802's solution](#)

**77.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[Thomas0802's solution](#)

**78.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,636 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[Thomas0802's solution](#)

**79.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures

[Thomas0802's solution](#)

**80.**

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Thomas0802's solution](#)

**81.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Thomas0802's solution](#)

**82.**

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**83.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Thomas0802's solution](#)

**84.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Thomas0802's solution](#)

**85.**

2096D

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

Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Thomas0802's solution](#)

**86.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Thomas0802's solution](#)

**87.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Thomas0802's solution](#)

**88.**

2061E

[Kevin and And](#) · [Tutorial](#)

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

[Thomas0802's solution](#)

**89.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Thomas0802's solution](#)

**90.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Thomas0802's solution](#)

- 91.**  
1514D  
[Cut and Stick](#) · [Tutorial](#)  
Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings  
[Thomas0802's solution](#)
- 92.**  
730I  
[Olympiad in Programming and Sports](#) · [Tutorial](#)  
Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy  
[Thomas0802's solution](#)
- 93.**  
1753C  
[Wish I Knew How to Sort](#) · [Tutorial](#)  
Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[Thomas0802's solution](#)
- 94.**  
2183E  
[LCM is Legendary Counting Master](#) · [Tutorial](#)  
Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[Thomas0802's solution](#)
- 95.**  
2183D2  
[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)  
Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees  
[Thomas0802's solution](#)
- 96.**  
1332E  
[Height All the Same](#) · [Tutorial](#)  
Quality: 4,312 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices  
[Thomas0802's solution](#)
- 97.**  
1748D  
[ConstructOR](#) · [Tutorial](#)  
Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory  
[Thomas0802's solution](#)
- 98.**  
2135D1  
[From the Unknown \(Easy Version\)](#) · [Tutorial](#)  
Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[Thomas0802's solution](#)
- 99.**  
2127E  
[Ancient Tree](#) · [Tutorial](#)  
Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[Thomas0802's solution](#)
- 100.**  
771C  
[Bear and Tree Jumps](#) · [Tutorial](#)  
Quality: 3,552 global accepts · Rating: 2100 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[Thomas0802's solution](#)

**101.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Thomas0802's solution](#)

**102.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Thomas0802's solution](#)

**103.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Thomas0802's solution](#)

**104.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Thomas0802's solution](#)

**105.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Thomas0802's solution](#)

**106.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Thomas0802's solution](#)

**107.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Thomas0802's solution](#)

**108.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Thomas0802's solution](#)

**109.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Thomas0802's solution](#)

**110.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**111.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Thomas0802's solution](#)

**112.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Thomas0802's solution](#)

**113.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[Thomas0802's solution](#)

**114.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Thomas0802's solution](#)

**115.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Thomas0802's solution](#)

**116.**

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Thomas0802's solution](#)

**117.**

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Thomas0802's solution](#)

**118.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Thomas0802's solution](#)

**119.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Thomas0802's solution](#)

**120.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Thomas0802's solution](#)

**121.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Thomas0802's solution](#)

**122.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Thomas0802's solution](#)

**123.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Thomas0802's solution](#)

**124.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Thomas0802's solution](#)

**125.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**126.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Thomas0802's solution](#)

**127.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[Thomas0802's solution](#)

**128.**

559C

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

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Thomas0802's solution](#)

**129.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2024-05-13 · last AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Thomas0802's solution](#)

**130.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Thomas0802's solution](#)

**131.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Thomas0802's solution](#)

**132.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**133.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Thomas0802's solution](#)

**134.**

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Thomas0802's solution](#)

**135.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Thomas0802's solution](#)

**136.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Thomas0802's solution](#)

**137.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Thomas0802's solution](#)

**138.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Thomas0802's solution](#)

**139.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Thomas0802's solution](#)

**140.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Thomas0802's solution](#)

**141.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Thomas0802's solution](#)

**142.**

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Thomas0802's solution](#)

**143.**

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Thomas0802's solution](#)

**144.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[Thomas0802's solution](#)

**145.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Thomas0802's solution](#)

**146.**

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Thomas0802's solution](#)

**147.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Thomas0802's solution](#)

**148.**

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-10-05 · last AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Thomas0802's solution](#)

**149.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Thomas0802's solution](#)

**150.**

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**151.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2024-02-07 · last AC: 2024-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Thomas0802's solution](#)

**152.**

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Thomas0802's solution](#)

**153.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Thomas0802's solution](#)

**154.**

915E

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

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Thomas0802's solution](#)

**155.**

2211F

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

Quality: 916 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Thomas0802's solution](#)

**156.**

710F

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

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Thomas0802's solution](#)

**157.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Thomas0802's solution](#)

**158.**

1981D

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

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Thomas0802's solution](#)

**159.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Thomas0802's solution](#)

**160.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Thomas0802's solution](#)

**161.**

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Thomas0802's solution](#)

**162.**

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Thomas0802's solution](#)

**163.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Thomas0802's solution](#)

**164.**

780F

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

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[Thomas0802's solution](#)

**165.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Thomas0802's solution](#)

**166.**

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[Thomas0802's solution](#)

**167.**

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[Thomas0802's solution](#)

**168.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-07-22 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Thomas0802's solution](#)

**169.**

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Thomas0802's solution](#)

**170.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**171.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Thomas0802's solution](#)

**172.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Thomas0802's solution](#)

**173.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**174.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Thomas0802's solution](#)

**175.**

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Thomas0802's solution](#)

**176.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Thomas0802's solution](#)

**177.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Thomas0802's solution](#)

**178.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Thomas0802's solution](#)

**179.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[Thomas0802's solution](#)

**180.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**181.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Thomas0802's solution](#)

**182.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Thomas0802's solution](#)

**183.**

865D

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

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Thomas0802's solution](#)

**184.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Thomas0802's solution](#)

**185.**

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Thomas0802's solution](#)

**186.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Thomas0802's solution](#)

**187.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Thomas0802's solution](#)

**188.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[Thomas0802's solution](#)

**189.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Thomas0802's solution](#)

**190.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Thomas0802's solution](#)

**191.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Thomas0802's solution](#)

**192.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Thomas0802's solution](#)

**193.**

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Thomas0802's solution](#)

**194.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Thomas0802's solution](#)

**195.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Thomas0802's solution](#)

**196.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**197.**

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**198.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Thomas0802's solution](#)

**199.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Thomas0802's solution](#)

**200.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Thomas0802's solution](#)

**201.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Thomas0802's solution](#)

**202.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Thomas0802's solution](#)

**203.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Thomas0802's solution](#)

**204.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[Thomas0802's solution](#)

**205.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Thomas0802's solution](#)

**206.**

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[Thomas0802's solution](#)

**207.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Thomas0802's solution](#)

**208.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[Thomas0802's solution](#)

**209.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Thomas0802's solution](#)

**210.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Thomas0802's solution](#)

**211.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-12-09 · last AC: 2024-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Thomas0802's solution](#)

**212.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Thomas0802's solution](#)

**213.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Thomas0802's solution](#)

**214.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Thomas0802's solution](#)

**215.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Thomas0802's solution](#)

**216.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Thomas0802's solution](#)

**217.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Thomas0802's solution](#)

**218.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Thomas0802's solution](#)

**219.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Thomas0802's solution](#)

**220.**

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math,

probabilities, sortings

[Thomas0802's solution](#)

**221.**

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Thomas0802's solution](#)

**222.**

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**223.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Thomas0802's solution](#)

**224.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Thomas0802's solution](#)

**225.**

325C

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

Quality: 449 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Thomas0802's solution](#)

**226.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Thomas0802's solution](#)

**227.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-03-16 · last AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Thomas0802's solution](#)

**228.**

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Thomas0802's solution](#)

**229.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Thomas0802's solution](#)

**230.**

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Thomas0802's solution](#)

**231.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[Thomas0802's solution](#)

**232.**

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Thomas0802's solution](#)

**233.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities  
[Thomas0802's solution](#)

**234.**

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[Thomas0802's solution](#)

**235.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees  
[Thomas0802's solution](#)

**236.**

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: matrices, strings  
[Thomas0802's solution](#)

**237.**

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp  
[Thomas0802's solution](#)

**238.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[Thomas0802's solution](#)

**239.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[Thomas0802's solution](#)

**240.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures  
[Thomas0802's solution](#)

**241.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Thomas0802's solution](#)

**242.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Thomas0802's solution](#)

**243.**

896C

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

Quality: 4,439 global accepts · Rating: 2600 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[Thomas0802's solution](#)

**244.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[Thomas0802's solution](#)

**245.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Thomas0802's solution](#)

**246.**

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Thomas0802's solution](#)

**247.**

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2024-09-11 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Thomas0802's solution](#)

**248.**

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Thomas0802's solution](#)

**249.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Thomas0802's solution](#)

**250.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Thomas0802's solution](#)

**251.**

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees  
[Thomas0802's solution](#)

**252.**

1924D

[Balanced Subsequences · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[Thomas0802's solution](#)

**253.**

1601D

[Difficult Mountain · Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings  
[Thomas0802's solution](#)

**254.**

191D

[Metro Scheme · Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy  
[Thomas0802's solution](#)

**255.**

1458C

[Latin Square · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices  
[Thomas0802's solution](#)

**256.**

1634F

[Fibonacci Additions · Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math  
[Thomas0802's solution](#)

**257.**

452F

[Permutation · Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing  
[Thomas0802's solution](#)

**258.**

2063F2

[Counting Is Not Fun \(Hard Version\) · Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees  
[Thomas0802's solution](#)

**259.**

1450E

[Capitalism · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[Thomas0802's solution](#)

**260.**

494D

[Birthday · Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[Thomas0802's solution](#)

**261.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Thomas0802's solution](#)

**262.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Thomas0802's solution](#)

**263.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Thomas0802's solution](#)

**264.**

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Thomas0802's solution](#)

**265.**

407D

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

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[Thomas0802's solution](#)

**266.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2024-08-02 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Thomas0802's solution](#)

**267.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[Thomas0802's solution](#)

**268.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Thomas0802's solution](#)

**269.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Thomas0802's solution](#)

**270.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Thomas0802's solution](#)

**271.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Thomas0802's solution](#)

**272.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Thomas0802's solution](#)

**273.**

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-18 · last AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[Thomas0802's solution](#)

**274.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Thomas0802's solution](#)

**275.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Thomas0802's solution](#)

**276.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-04-11 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Thomas0802's solution](#)

**277.**

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Thomas0802's solution](#)

**278.**

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-02-17 · last AC: 2025-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Thomas0802's solution](#)

**279.**

1545C

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

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

[Thomas0802's solution](#)

**280.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

hashing, implementation, string suffix structures, strings

[Thomas0802's solution](#)

**281.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Thomas0802's solution](#)

**282.**

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Thomas0802's solution](#)

**283.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Thomas0802's solution](#)

**284.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Thomas0802's solution](#)

**285.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Thomas0802's solution](#)

**286.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Thomas0802's solution](#)

**287.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Thomas0802's solution](#)

**288.**

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings

[Thomas0802's solution](#)

**289.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Thomas0802's solution](#)

**290.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[Thomas0802's solution](#)

**291.**

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Thomas0802's solution](#)

**292.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Thomas0802's solution](#)

**293.**

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Thomas0802's solution](#)

**294.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Thomas0802's solution](#)

**295.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Thomas0802's solution](#)

**296.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Thomas0802's solution](#)

**297.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Thomas0802's solution](#)

**298.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Thomas0802's solution](#)

**299.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Thomas0802's solution](#)

**300.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Thomas0802's solution](#)

### 301.

19D

[Points](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2800 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[Thomas0802's solution](#)

### 302.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[Thomas0802's solution](#)

### 303.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings  
[Thomas0802's solution](#)

### 304.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[Thomas0802's solution](#)

### 305.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation  
[Thomas0802's solution](#)

### 306.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees  
[Thomas0802's solution](#)

### 307.

2211G

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

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy  
[Thomas0802's solution](#)

### 308.

1764G1

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

Quality: 700 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[Thomas0802's solution](#)

### 309.

1172D

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[Thomas0802's solution](#)

### 310.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[Thomas0802's solution](#)

**311.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Thomas0802's solution](#)

**312.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · last AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Thomas0802's solution](#)

**313.**

2152H1

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

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

[Thomas0802's solution](#)

**314.**

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Thomas0802's solution](#)

**315.**

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Thomas0802's solution](#)

**316.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Thomas0802's solution](#)

**317.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**318.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**319.**

932G

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

Quality: 1,181 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Thomas0802's solution](#)

**320.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Thomas0802's solution](#)

**321.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**322.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Thomas0802's solution](#)

**323.**

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Thomas0802's solution](#)

**324.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Thomas0802's solution](#)

**325.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Thomas0802's solution](#)

**326.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Thomas0802's solution](#)

**327.**

1372E

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

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Thomas0802's solution](#)

**328.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**329.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Thomas0802's solution](#)

**330.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Thomas0802's solution](#)

**331.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Thomas0802's solution](#)

**332.**

741D

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

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Thomas0802's solution](#)

**333.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[Thomas0802's solution](#)

**334.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Thomas0802's solution](#)

**335.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[Thomas0802's solution](#)

**336.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Thomas0802's solution](#)

**337.**

1764G2

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

Quality: 640 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Thomas0802's solution](#)

**338.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-03 · last AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Thomas0802's solution](#)

**339.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[Thomas0802's solution](#)

**340.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Thomas0802's solution](#)

**341.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Thomas0802's solution](#)

**342.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Thomas0802's solution](#)

**343.**

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Thomas0802's solution](#)

**344.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Thomas0802's solution](#)

**345.**

2156F2

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

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Thomas0802's solution](#)

**346.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[Thomas0802's solution](#)

**347.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Thomas0802's solution](#)

**348.**

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Thomas0802's solution](#)

**349.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Thomas0802's solution](#)

**350.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Thomas0802's solution](#)

**351.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Thomas0802's solution](#)

**352.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Thomas0802's solution](#)

**353.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Thomas0802's solution](#)

**354.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Thomas0802's solution](#)

**355.**

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graphs

[Thomas0802's solution](#)

**356.**

2043G

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

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Thomas0802's solution](#)

**357.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Thomas0802's solution](#)

**358.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Thomas0802's solution](#)

**359.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Thomas0802's solution](#)

**360.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Thomas0802's solution](#)

**361.**

1076G

[Array Game](#) · [Tutorial](#)

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

[Thomas0802's solution](#)

**362.**

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Thomas0802's solution](#)

**363.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-10-05 · last AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Thomas0802's solution](#)

**364.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Thomas0802's solution](#)

**365.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Thomas0802's solution](#)

**366.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Thomas0802's solution](#)

**367.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**368.**

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2023-12-20 · last AC: 2024-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Thomas0802's solution](#)

**369.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Thomas0802's solution](#)

**370.**

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[Thomas0802's solution](#)

**371.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Thomas0802's solution](#)

**372.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Thomas0802's solution](#)

**373.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2025-04-18 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**374.**

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Thomas0802's solution](#)

**375.**

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Thomas0802's solution](#)

**376.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Thomas0802's solution](#)

**377.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[Thomas0802's solution](#)

**378.**

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Thomas0802's solution](#)

**379.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Thomas0802's solution](#)

**380.**

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Thomas0802's solution](#)

**381.**

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[Thomas0802's solution](#)

**382.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities

[Thomas0802's solution](#)

**383.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 3100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Thomas0802's solution](#)

**384.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Thomas0802's solution](#)

**385.**

715D

[Create a Maze](#) · [Tutorial](#)

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

[Thomas0802's solution](#)

**386.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**387.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**388.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Thomas0802's solution](#)

**389.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Thomas0802's solution](#)

**390.**

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Thomas0802's solution](#)

**391.**

2190E

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

Quality: 236 global accepts · Rating: 3200 · first AC: 2026-01-18 · last AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Thomas0802's solution](#)

**392.**

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Thomas0802's solution](#)

**393.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Thomas0802's solution](#)

**394.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[Thomas0802's solution](#)

**395.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-06-16 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**396.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Thomas0802's solution](#)

**397.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Thomas0802's solution](#)

**398.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[Thomas0802's solution](#)

**399.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Thomas0802's solution](#)

**400.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Thomas0802's solution](#)

**401.**

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**402.**

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[Thomas0802's solution](#)

**403.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Thomas0802's solution](#)

**404.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Thomas0802's solution](#)

**405.**

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Thomas0802's solution](#)

**406.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Thomas0802's solution](#)

**407.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Thomas0802's solution](#)

**408.**

2096G

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

Quality: 422 global accepts · Rating: 3200 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Thomas0802's solution](#)

**409.**

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[Thomas0802's solution](#)

**410.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[Thomas0802's solution](#)

**411.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Thomas0802's solution](#)

**412.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Thomas0802's solution](#)

**413.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, probabilities, trees  
[Thomas0802's solution](#)

**414.**

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees  
[Thomas0802's solution](#)

**415.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[Thomas0802's solution](#)

**416.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs  
[Thomas0802's solution](#)

**417.**

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[Thomas0802's solution](#)

**418.**

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[Thomas0802's solution](#)

**419.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation  
[Thomas0802's solution](#)

**420.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
[Thomas0802's solution](#)

**421.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths  
[Thomas0802's solution](#)

**422.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings  
[Thomas0802's solution](#)

**423.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2025-12-19 · last AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[Thomas0802's solution](#)

**424.**

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Thomas0802's solution](#)

**425.**

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Thomas0802's solution](#)

**426.**

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · last AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Thomas0802's solution](#)

**427.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**428.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Thomas0802's solution](#)

**429.**

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Thomas0802's solution](#)

**430.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**431.**

1556G

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

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Thomas0802's solution](#)

**432.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Thomas0802's solution](#)

**433.**

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Thomas0802's solution](#)

**434.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Thomas0802's solution](#)

**435.**

2135E1

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

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**436.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[Thomas0802's solution](#)

**437.**

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Thomas0802's solution](#)

**438.**

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, trees

[Thomas0802's solution](#)

**439.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing

[Thomas0802's solution](#)

**440.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Thomas0802's solution](#)

**441.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Thomas0802's solution](#)

**442.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**443.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Thomas0802's solution](#)

**444.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Thomas0802's solution](#)

**445.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Thomas0802's solution](#)

**446.**

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Thomas0802's solution](#)

**447.**

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[Thomas0802's solution](#)

**448.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Thomas0802's solution](#)

**449.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Thomas0802's solution](#)

**450.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-11-07 · last AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Thomas0802's solution](#)

**451.**

1310F

[Bad Cryptography](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3400 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Thomas0802's solution](#)

**452.**

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Thomas0802's solution](#)

**453.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Thomas0802's solution](#)

**454.**

757G

[Can Bash Save the Day? · Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Thomas0802's solution](#)

**455.**

1060G

[Balls and Pockets · Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**456.**

793G

[Oleg and chess · Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Thomas0802's solution](#)

**457.**

1874G

[Jellyfish and Inscryption · Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**458.**

1210G

[Mateusz and Escape Room · Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Thomas0802's solution](#)

**459.**

2187E

[Doors and Keys · Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Thomas0802's solution](#)

**460.**

2183H

[Minimise Cost · Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Thomas0802's solution](#)

**461.**

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Thomas0802's solution](#)

**462.**

1817F

[Entangled Substrings · Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[Thomas0802's solution](#)

**463.**

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Thomas0802's solution](#)

**464.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Thomas0802's solution](#)

**465.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Thomas0802's solution](#)

**466.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Thomas0802's solution](#)

**467.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Thomas0802's solution](#)

**468.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-04-12 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Thomas0802's solution](#)

**469.**

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Thomas0802's solution](#)

**470.**

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[Thomas0802's solution](#)

**471.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**472.**

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[Thomas0802's solution](#)

**473.**

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[Thomas0802's solution](#)

**474.**

2135E2

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[Thomas0802's solution](#)

**475.**

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[Thomas0802's solution](#)

**476.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[Thomas0802's solution](#)

**477.**

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings  
[Thomas0802's solution](#)

**478.**

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[Thomas0802's solution](#)

**479.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities  
[Thomas0802's solution](#)

**480.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math  
[Thomas0802's solution](#)

**481.**

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs  
[Thomas0802's solution](#)

**482.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[Thomas0802's solution](#)

**483.**

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs  
[Thomas0802's solution](#)

**484.**

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[Thomas0802's solution](#)

**485.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Thomas0802's solution](#)

**486.**

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Thomas0802's solution](#)

**487.**

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Thomas0802's solution](#)

**488.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Thomas0802's solution](#)

**489.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Thomas0802's solution](#)

**490.**

2222D

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

Quality: 3,190 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Thomas0802's solution](#)

**491.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Thomas0802's solution](#)

**492.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,281 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Thomas0802's solution](#)

**493.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,002 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Thomas0802's solution](#)

**494.**

102331F

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

Rating: — · first AC: 2026-01-14 · last AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**495.**

398E

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

Quality: 124 global accepts · Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**496.**

102114I

[Innocence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**497.**

102512E

[Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**498.**

105010L2

[LCM Guess II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**499.**

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**500.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**501.**

104097C

[~sN—ój \(Ceremony\)](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**502.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**503.**

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**504.**

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**505.**

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2025-07-01 · last AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Thomas0802's solution](#)

**506.**

105870B

[Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**507.**

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, math

[Thomas0802's solution](#)

**508.**

104789D

[Hackathon](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**509.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**510.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**511.**

103409L

[Wiring Engineering](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**512.**

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**513.**

102056G

[Omnipotent ... Garland](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**514.**

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Thomas0802's solution](#)

**515.**

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**516.**

102156G

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**517.**

105257G

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

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**518.**

104716D1

[Schrödinger and Pavlov D1](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**519.**

104716D2

[Schrödinger and Pavlov D2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**520.**

101411K

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**521.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**522.**

102394I

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

Rating: — · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**523.**

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**524.**

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Thomas0802's solution](#)

**525.**

105231F

[The Ropeways](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Thomas0802's solution](#)

**526.**

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Thomas0802's solution](#)