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Unique solved — Void Wu

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

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

Filters: none

Count: 505

- 1.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[Void Wu's solution](#)
- 2.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[Void Wu's solution](#)
- 3.**
2182A
[New Year String](#) · [Tutorial](#)
Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Void Wu's solution](#)
- 4.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Void Wu's solution](#)
- 5.**
2179B
[Blackslex and Showering](#) · [Tutorial](#)
Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[Void Wu's solution](#)
- 6.**
2179A
[Blackslex and Password](#) · [Tutorial](#)
Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[Void Wu's solution](#)
- 7.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Void Wu's solution](#)
- 8.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[Void Wu's solution](#)
- 9.**
2149B
[Unconventional Pairs](#) · [Tutorial](#)
Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Void Wu's solution](#)

10.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Void_Wu's solution](#)

11.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,321 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Void_Wu's solution](#)

12.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Void_Wu's solution](#)

13.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

14.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Void_Wu's solution](#)

15.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

16.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Void_Wu's solution](#)

17.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Void_Wu's solution](#)

18.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,056 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Void_Wu's solution](#)

19.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,441 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Void_Wu's solution](#)

20.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Void_Wu's solution](#)

21.

2139A

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

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

22.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Void_Wu's solution](#)

23.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Void_Wu's solution](#)

24.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Void_Wu's solution](#)

25.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

26.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Void_Wu's solution](#)

27.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

28.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Void_Wu's solution](#)

29.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

30.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

31.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

32.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[Void_Wu's solution](#)

33.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Void_Wu's solution](#)

34.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Void_Wu's solution](#)

35.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Void_Wu's solution](#)

36.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Void_Wu's solution](#)

37.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Void_Wu's solution](#)

38.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Void_Wu's solution](#)

39.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Void_Wu's solution](#)

40.

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Void_Wu's solution](#)

41.

2010A

[Alternating Sum of Numbers](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Void_Wu's solution](#)

42.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Void_Wu's solution](#)

43.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

44.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Void_Wu's solution](#)

45.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Void_Wu's solution](#)

46.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Void_Wu's solution](#)

47.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Void_Wu's solution](#)

48.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

49.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Void_Wu's solution](#)

50.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Void_Wu's solution](#)

51.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Void_Wu's solution](#)

52.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Void_Wu's solution](#)

53.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Void_Wu's solution](#)

54.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Void_Wu's solution](#)

55.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,212 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Void_Wu's solution](#)

56.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Void_Wu's solution](#)

57.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Void_Wu's solution](#)

58.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Void_Wu's solution](#)

59.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

60.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Void_Wu's solution](#)

61.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Void_Wu's solution](#)

62.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

63.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

64.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Void_Wu's solution](#)

65.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

66.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Void_Wu's solution](#)

67.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Void_Wu's solution](#)

68.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,027 global accepts · Rating: 800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Void_Wu's solution](#)

69.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

70.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Void_Wu's solution](#)

71.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[Void_Wu's solution](#)

72.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Void_Wu's solution](#)

73.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Void_Wu's solution](#)

74.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Void_Wu's solution](#)

75.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,083 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Void_Wu's solution](#)

76.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Void_Wu's solution](#)

77.

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

[Void_Wu's solution](#)

78.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

79.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,102 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Void_Wu's solution](#)

80.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[Void_Wu's solution](#)

81.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Void_Wu's solution](#)

82.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Void_Wu's solution](#)

83.

2048A

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

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

[Void_Wu's solution](#)

84.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Void_Wu's solution](#)

85.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Void_Wu's solution](#)

86.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Void_Wu's solution](#)

87.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Void_Wu's solution](#)

88.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Void_Wu's solution](#)

89.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Void_Wu's solution](#)

90.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Void_Wu's solution](#)

91.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Void_Wu's solution](#)

92.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Void_Wu's solution](#)

93.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Void_Wu's solution](#)

94.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Void_Wu's solution](#)

95.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Void_Wu's solution](#)

96.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Void_Wu's solution](#)

97.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Void_Wu's solution](#)

98.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Void_Wu's solution](#)

99.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,475 global accepts · Rating: 900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Void_Wu's solution](#)

100.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Void_Wu's solution](#)

101.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

102.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Void_Wu's solution](#)

103.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Void_Wu's solution](#)

104.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Void_Wu's solution](#)

105.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Void_Wu's solution](#)

106.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

107.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Void_Wu's solution](#)

108.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Void_Wu's solution](#)

109.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Void_Wu's solution](#)

110.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Void_Wu's solution](#)

111.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

112.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Void_Wu's solution](#)

113.

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[Void_Wu's solution](#)

114.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

115.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Void_Wu's solution](#)

116.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Void_Wu's solution](#)

117.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Void_Wu's solution](#)

118.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Void_Wu's solution](#)

119.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Void_Wu's solution](#)

120.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

121.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Void_Wu's solution](#)

122.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

123.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Void_Wu's solution](#)

124.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Void_Wu's solution](#)

125.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Void_Wu's solution](#)

126.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Void_Wu's solution](#)

127.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Void_Wu's solution](#)

128.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Void_Wu's solution](#)

129.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Void_Wu's solution](#)

130.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Void_Wu's solution](#)

131.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Void_Wu's solution](#)

132.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

133.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Void_Wu's solution](#)

134.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Void_Wu's solution](#)

135.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Void_Wu's solution](#)

136.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Void_Wu's solution](#)

137.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Void_Wu's solution](#)

138.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Void_Wu's solution](#)

139.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Void_Wu's solution](#)

140.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Void_Wu's solution](#)

141.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Void_Wu's solution](#)

142.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

143.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Void_Wu's solution](#)

144.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Void_Wu's solution](#)

145.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Void_Wu's solution](#)

146.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Void_Wu's solution](#)

147.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Void_Wu's solution](#)

148.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Void_Wu's solution](#)

149.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Void_Wu's solution](#)

150.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Void_Wu's solution](#)

151.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Void_Wu's solution](#)

152.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

153.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Void_Wu's solution](#)

154.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Void_Wu's solution](#)

155.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Void_Wu's solution](#)

156.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Void_Wu's solution](#)

157.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Void_Wu's solution](#)

158.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

159.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Void_Wu's solution](#)

160.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Void_Wu's solution](#)

161.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Void_Wu's solution](#)

162.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Void_Wu's solution](#)

163.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Void_Wu's solution](#)

164.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Void_Wu's solution](#)

165.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Void_Wu's solution](#)

166.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Void_Wu's solution](#)

167.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Void_Wu's solution](#)

168.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Void_Wu's solution](#)

169.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Void_Wu's solution](#)

170.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Void_Wu's solution](#)

171.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Void_Wu's solution](#)

172.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Void_Wu's solution](#)

173.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Void_Wu's solution](#)

174.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Void_Wu's solution](#)

175.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Void_Wu's solution](#)

176.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Void_Wu's solution](#)

177.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, two pointers

[Void_Wu's solution](#)

178.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Void_Wu's solution](#)

179.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Void_Wu's solution](#)

180.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Void_Wu's solution](#)

181.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Void_Wu's solution](#)

182.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Void_Wu's solution](#)

183.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Void_Wu's solution](#)

184.

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Void_Wu's solution](#)

185.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Void_Wu's solution](#)

186.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Void_Wu's solution](#)

187.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Void_Wu's solution](#)

188.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Void_Wu's solution](#)

189.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Void_Wu's solution](#)

190.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Void_Wu's solution](#)

191.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Void_Wu's solution](#)

192.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Void_Wu's solution](#)

193.

2091D

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

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Void_Wu's solution](#)

194.

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Void_Wu's solution](#)

195.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Void_Wu's solution](#)

196.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Void_Wu's solution](#)

197.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Void_Wu's solution](#)

198.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Void_Wu's solution](#)

199.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Void_Wu's solution](#)

200.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Void_Wu's solution](#)

201.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Void_Wu's solution](#)

202.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Void_Wu's solution](#)

203.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Void_Wu's solution](#)

204.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Void_Wu's solution](#)

205.

2144C

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

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Void_Wu's solution](#)

206.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Void_Wu's solution](#)

207.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Void_Wu's solution](#)

208.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[Void_Wu's solution](#)

209.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[Void_Wu's solution](#)

210.

2072D

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

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[Void_Wu's solution](#)

211.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Void_Wu's solution](#)

212.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[Void_Wu's solution](#)

213.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[Void_Wu's solution](#)

214.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[Void_Wu's solution](#)

215.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[Void_Wu's solution](#)

216.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[Void_Wu's solution](#)

217.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Void_Wu's solution](#)

218.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

219.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Void_Wu's solution](#)

220.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Void_Wu's solution](#)

221.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Void_Wu's solution](#)

222.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Void_Wu's solution](#)

223.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Void_Wu's solution](#)

224.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Void_Wu's solution](#)

225.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Void_Wu's solution](#)

226.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,126 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Void_Wu's solution](#)

227.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Void_Wu's solution](#)

228.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Void_Wu's solution](#)

229.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Void_Wu's solution](#)

230.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Void_Wu's solution](#)

231.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Void_Wu's solution](#)

232.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Void_Wu's solution](#)

233.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Void_Wu's solution](#)

234.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Void_Wu's solution](#)

235.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Void_Wu's solution](#)

236.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Void_Wu's solution](#)

237.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Void_Wu's solution](#)

238.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[Void_Wu's solution](#)

239.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Void_Wu's solution](#)

240.

2074D

[Counting Points](#) · [Tutorial](#)

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

[Void_Wu's solution](#)

241.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Void_Wu's solution](#)

242.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Void_Wu's solution](#)

243.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Void_Wu's solution](#)

244.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[Void_Wu's solution](#)

245.

2183D1

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

Quality: 8,857 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

[Void_Wu's solution](#)

246.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Void_Wu's solution](#)

247.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Void_Wu's solution](#)

248.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Void_Wu's solution](#)

249.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Void_Wu's solution](#)

250.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Void_Wu's solution](#)

251.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Void_Wu's solution](#)

252.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Void_Wu's solution](#)

253.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Void_Wu's solution](#)

254.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Void_Wu's solution](#)

255.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Void_Wu's solution](#)

256.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Void_Wu's solution](#)

257.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Void_Wu's solution](#)

258.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Void_Wu's solution](#)

259.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Void_Wu's solution](#)

260.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Void_Wu's solution](#)

261.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Void_Wu's solution](#)

262.

2070C

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

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

[Void_Wu's solution](#)

263.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Void_Wu's solution](#)

264.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Void_Wu's solution](#)

265.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Void_Wu's solution](#)

266.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Void_Wu's solution](#)

267.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Void_Wu's solution](#)

268.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Void_Wu's solution](#)

269.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Void_Wu's solution](#)

270.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Void_Wu's solution](#)

271.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Void_Wu's solution](#)

272.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Void_Wu's solution](#)

273.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Void_Wu's solution](#)

274.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Void_Wu's solution](#)

275.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Void_Wu's solution](#)

276.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Void_Wu's solution](#)

277.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Void_Wu's solution](#)

278.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Void_Wu's solution](#)

279.

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Void_Wu's solution](#)

280.

2074E

[Empty Triangle](#) · [Tutorial](#)

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

[Void_Wu's solution](#)

281.

2070D

[Tree Jumps](#) · [Tutorial](#)

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

[Void_Wu's solution](#)

282.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Void_Wu's solution](#)

283.

2063C

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

Quality: 14,645 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

[Void_Wu's solution](#)

284.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Void_Wu's solution](#)

285.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Void_Wu's solution](#)

286.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Void_Wu's solution](#)

287.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Void_Wu's solution](#)

288.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Void_Wu's solution](#)

289.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Void_Wu's solution](#)

290.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Void_Wu's solution](#)

291.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Void_Wu's solution](#)

292.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Void_Wu's solution](#)

293.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Void_Wu's solution](#)

294.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · last AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Void_Wu's solution](#)

295.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Void_Wu's solution](#)

296.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy,

implementation, sortings

[Void_Wu's solution](#)

297.

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Void_Wu's solution](#)

298.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[Void_Wu's solution](#)

299.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Void_Wu's solution](#)

300.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Void_Wu's solution](#)

301.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Void_Wu's solution](#)

302.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Void_Wu's solution](#)

303.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Void_Wu's solution](#)

304.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Void_Wu's solution](#)

305.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[Void_Wu's solution](#)

306.

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

[Void_Wu's solution](#)

307.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Void_Wu's solution](#)

308.

2089A

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

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

[Void_Wu's solution](#)

309.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Void_Wu's solution](#)

310.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Void_Wu's solution](#)

311.

2053D

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

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

[Void_Wu's solution](#)

312.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Void_Wu's solution](#)

313.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Void_Wu's solution](#)

314.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Void_Wu's solution](#)

315.

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Void_Wu's solution](#)

316.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Void_Wu's solution](#)

317.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Void_Wu's solution](#)

318.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Void_Wu's solution](#)

319.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Void_Wu's solution](#)

320.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Void_Wu's solution](#)

321.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Void_Wu's solution](#)

322.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Void_Wu's solution](#)

323.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Void_Wu's solution](#)

324.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[Void_Wu's solution](#)

325.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Void_Wu's solution](#)

326.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Void_Wu's solution](#)

327.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Void_Wu's solution](#)

328.

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Void_Wu's solution](#)

329.

2091F

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

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Void_Wu's solution](#)

330.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Void_Wu's solution](#)

331.

2069D

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

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

[Void_Wu's solution](#)

332.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Void_Wu's solution](#)

333.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Void_Wu's solution](#)

334.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Void_Wu's solution](#)

335.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Void_Wu's solution](#)

336.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Void_Wu's solution](#)

337.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Void_Wu's solution](#)

338.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Void_Wu's solution](#)

339.

2137F

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

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Void_Wu's solution](#)

340.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Void_Wu's solution](#)

341.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Void_Wu's solution](#)

342.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Void_Wu's solution](#)

343.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Void_Wu's solution](#)

344.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Void_Wu's solution](#)

345.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Void_Wu's solution](#)

346.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Void_Wu's solution](#)

347.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Void_Wu's solution](#)

348.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Void_Wu's solution](#)

349.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Void_Wu's solution](#)

350.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Void_Wu's solution](#)

351.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Void_Wu's solution](#)

352.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Void_Wu's solution](#)

353.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Void_Wu's solution](#)

354.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Void_Wu's solution](#)

355.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Void_Wu's solution](#)

356.

2053E

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

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

[Void_Wu's solution](#)

357.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Void_Wu's solution](#)

358.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Void_Wu's solution](#)

359.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Void_Wu's solution](#)

360.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Void_Wu's solution](#)

361.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Void_Wu's solution](#)

362.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Void_Wu's solution](#)

363.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Void_Wu's solution](#)

364.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Void_Wu's solution](#)

365.

2140D

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

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Void_Wu's solution](#)

366.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Void_Wu's solution](#)

367.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Void_Wu's solution](#)

368.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Void_Wu's solution](#)

369.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Void_Wu's solution](#)

370.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Void_Wu's solution](#)

371.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Void_Wu's solution](#)

372.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Void_Wu's solution](#)

373.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Void_Wu's solution](#)

374.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Void_Wu's solution](#)

375.

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[Void_Wu's solution](#)

376.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Void_Wu's solution](#)

377.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Void_Wu's solution](#)

378.

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

[Void_Wu's solution](#)

379.

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

[Void_Wu's solution](#)

380.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Void_Wu's solution](#)

381.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Void_Wu's solution](#)

382.

2183D2

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

Quality: 2,499 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

[Void_Wu's solution](#)

383.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Void_Wu's solution](#)

384.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Void_Wu's solution](#)

385.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Void_Wu's solution](#)

386.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Void_Wu's solution](#)

387.

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

[Void_Wu's solution](#)

388.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Void_Wu's solution](#)

389.

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Void_Wu's solution](#)

390.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Void_Wu's solution](#)

391.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Void_Wu's solution](#)

392.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Void_Wu's solution](#)

393.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Void_Wu's solution](#)

394.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Void_Wu's solution](#)

395.

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

[Void_Wu's solution](#)

396.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Void_Wu's solution](#)

397.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Void_Wu's solution](#)

398.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Void_Wu's solution](#)

399.

2000G

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

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Void_Wu's solution](#)

400.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Void_Wu's solution](#)

401.

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Void_Wu's solution](#)

402.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Void_Wu's solution](#)

403.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games,

graphs

[Void_Wu's solution](#)

404.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Void_Wu's solution](#)

405.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Void_Wu's solution](#)

406.

2140E1

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

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Void_Wu's solution](#)

407.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Void_Wu's solution](#)

408.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Void_Wu's solution](#)

409.

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Void_Wu's solution](#)

410.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Void_Wu's solution](#)

411.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Void_Wu's solution](#)

412.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[Void_Wu's solution](#)

413.

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Void_Wu's solution](#)

414.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Void_Wu's solution](#)

415.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Void_Wu's solution](#)

416.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Void_Wu's solution](#)

417.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Void_Wu's solution](#)

418.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Void_Wu's solution](#)

419.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Void_Wu's solution](#)

420.

2085E

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

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

[Void_Wu's solution](#)

421.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Void_Wu's solution](#)

422.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Void_Wu's solution](#)

423.

2147E

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

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

[Void_Wu's solution](#)

424.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Void_Wu's solution](#)

425.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · last AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Void_Wu's solution](#)

426.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Void_Wu's solution](#)

427.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Void_Wu's solution](#)

428.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Void_Wu's solution](#)

429.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Void_Wu's solution](#)

430.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Void_Wu's solution](#)

431.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[Void_Wu's solution](#)

432.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Void_Wu's solution](#)

433.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[Void_Wu's solution](#)

434.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Void_Wu's solution](#)

435.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Void_Wu's solution](#)

436.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Void_Wu's solution](#)

437.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Void_Wu's solution](#)

438.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Void_Wu's solution](#)

439.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Void_Wu's solution](#)

440.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Void_Wu's solution](#)

441.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[Void_Wu's solution](#)

442.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Void_Wu's solution](#)

443.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Void_Wu's solution](#)

444.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Void_Wu's solution](#)

445.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Void_Wu's solution](#)

446.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Void_Wu's solution](#)

447.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Void_Wu's solution](#)

448.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Void_Wu's solution](#)

449.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Void_Wu's solution](#)

450.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Void_Wu's solution](#)

451.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Void_Wu's solution](#)

452.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Void_Wu's solution](#)

453.

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Void_Wu's solution](#)

454.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Void_Wu's solution](#)

455.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Void_Wu's solution](#)

456.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Void_Wu's solution](#)

457.

2140E2

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

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Void_Wu's solution](#)

458.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Void_Wu's solution](#)

459.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Void_Wu's solution](#)

460.

2005E2

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

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Void_Wu's solution](#)

461.

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Void_Wu's solution](#)

462.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Void_Wu's solution](#)

463.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Void_Wu's solution](#)

464.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Void_Wu's solution](#)

465.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Void_Wu's solution](#)

466.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Void_Wu's solution](#)

467.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Void_Wu's solution](#)

468.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Void_Wu's solution](#)

469.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

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470.

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

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471.

2128E2

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algorithms, data structures, math, two pointers

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472.

2119E

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473.

2109C3

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474.

2103E

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475.

2108E

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476.

2103F

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477.

2004F

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[Void_Wu's solution](#)

478.

2043F

[Nim](#) · [Tutorial](#)

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479.

2049F

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480.

1327G

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[Void_Wu's solution](#)

481.

2112F

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482.

2124F2

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[Void_Wu's solution](#)

483.

2108F

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Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Void_Wu's solution](#)

484.

2214G

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Quality: 731 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication

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485.

2214H

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[Void_Wu's solution](#)

486.

2214J

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[Void_Wu's solution](#)

487.

2214D

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Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Void_Wu's solution](#)

488.

2214B

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[Void_Wu's solution](#)

489.

2214A

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[Void_Wu's solution](#)

490.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Void_Wu's solution](#)

491.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

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[Void_Wu's solution](#)

492.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Void_Wu's solution](#)

493.

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[Void_Wu's solution](#)

494.

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[Void_Wu's solution](#)

495.

1331F

[Elementary! · Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, dp, strings

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496.

1331G

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Quality: 594 global accepts · Rating: — · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: *special

[Void_Wu's solution](#)

497.

2095H

[Blurry Vision · Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, fft, math

[Void_Wu's solution](#)

498.

2095J

[Premiere at a Wrong Time · Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Void_Wu's solution](#)

499.

2095F

[IS Cæb·0E\\$blCVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, math

[Void_Wu's solution](#)

500.

2095C

[Would It Be Unrated? · Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, binary search, brute force

[Void_Wu's solution](#)

501.

2095I

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502.

2095B

[Plinko](#) · [Tutorial](#)

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503.

2095D

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[Void_Wu's solution](#)

504.

2095E

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505.

2095A

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Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures

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