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<https://cfelitetracker.vercel.app>

Unique solved — Watersphere

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

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

Filters: none

Count: 538

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Watersphere's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Watersphere's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Watersphere's solution](#)

4.

2157A

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

Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Watersphere's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Watersphere's solution](#)

6.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Watersphere's solution](#)

7.

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Watersphere's solution](#)

8.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Watersphere's solution](#)

9.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Watersphere's solution](#)

10.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Watersphere's solution](#)

11.

2064A

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

Quality: 27,098 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Watersphere's solution](#)

12.

2062A

[String](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[Watersphere's solution](#)

13.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Watersphere's solution](#)

14.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Watersphere's solution](#)

15.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[Watersphere's solution](#)

16.

2048A

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

Quality: 22,852 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Watersphere's solution](#)

17.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Watersphere's solution](#)

18.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Watersphere's solution](#)

19.

2031A

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

Quality: 20,946 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Watersphere's solution](#)

20.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[Watersphere's solution](#)

21.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Watersphere's solution](#)

22.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Watersphere's solution](#)

23.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Watersphere's solution](#)

24.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,500 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Watersphere's solution](#)

25.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Watersphere's solution](#)

26.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Watersphere's solution](#)

27.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Watersphere's solution](#)

28.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Watersphere's solution](#)

29.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,471 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Watersphere's solution](#)

30.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,788 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Watersphere's solution](#)

31.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings
[Watersphere's solution](#)

32.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[Watersphere's solution](#)

33.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Watersphere's solution](#)

34.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Watersphere's solution](#)

35.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,876 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Watersphere's solution](#)

36.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Watersphere's solution](#)

37.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Watersphere's solution](#)

38.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Watersphere's solution](#)

39.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Watersphere's solution](#)

40.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Watersphere's solution](#)

41.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Watersphere's solution](#)

42.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,330 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Watersphere's solution](#)

43.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Watersphere's solution](#)

44.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Watersphere's solution](#)

45.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Watersphere's solution](#)

46.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Watersphere's solution](#)

47.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,889 global accepts · Rating: 800 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

48.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,081 global accepts · Rating: 800 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Watersphere's solution](#)

49.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,500 global accepts · Rating: 800 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Watersphere's solution](#)

50.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Watersphere's solution](#)

51.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,364 global accepts · Rating: 800 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Watersphere's solution](#)

52.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,959 global accepts · Rating: 800 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Watersphere's solution](#)

53.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

54.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,044 global accepts · Rating: 800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[Watersphere's solution](#)

55.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,909 global accepts · Rating: 800 · first AC: 2024-05-23 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

56.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,484 global accepts · Rating: 800 · first AC: 2024-05-23 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Watersphere's solution](#)

57.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,049 global accepts · Rating: 800 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers

[Watersphere's solution](#)

58.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,493 global accepts · Rating: 800 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Watersphere's solution](#)

59.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[Watersphere's solution](#)

60.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Watersphere's solution](#)

61.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Watersphere's solution](#)

62.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Watersphere's solution](#)

63.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,454 global accepts · Rating: 800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Watersphere's solution](#)

64.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Watersphere's solution](#)

65.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,907 global accepts · Rating: 800 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

66.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,702 global accepts · Rating: 800 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Watersphere's solution](#)

67.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,473 global accepts · Rating: 800 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Watersphere's solution](#)

68.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,965 global accepts · Rating: 800 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Watersphere's solution](#)

69.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,263 global accepts · Rating: 800 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[Watersphere's solution](#)

70.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,172 global accepts · Rating: 800 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Watersphere's solution](#)

71.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,292 global accepts · Rating: 800 · first AC: 2024-05-08 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Watersphere's solution](#)

72.

1899A

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

Quality: 92,711 global accepts · Rating: 800 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Watersphere's solution](#)

73.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Watersphere's solution](#)

74.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,224 global accepts · Rating: 800 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Watersphere's solution](#)

75.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Watersphere's solution](#)

76.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-05 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Watersphere's solution](#)

77.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-05 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Watersphere's solution](#)

78.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Watersphere's solution](#)

79.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Watersphere's solution](#)

80.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Watersphere's solution](#)

81.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

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82.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

83.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Watersphere's solution](#)

84.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-11 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Watersphere's solution](#)

85.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-19 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Watersphere's solution](#)

86.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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87.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-08 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Watersphere's solution](#)

88.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-19 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

89.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,436 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Watersphere's solution](#)

90.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Watersphere's solution](#)

91.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Watersphere's solution](#)

92.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Watersphere's solution](#)

93.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Watersphere's solution](#)

94.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

95.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Watersphere's solution](#)

96.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Watersphere's solution](#)

97.

2031B

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

Quality: 20,782 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Watersphere's solution](#)

98.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Watersphere's solution](#)

99.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Watersphere's solution](#)

100.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Watersphere's solution](#)

101.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 900 · first AC: 2024-07-15 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Watersphere's solution](#)

102.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Watersphere's solution](#)

103.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Watersphere's solution](#)

104.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,617 global accepts · Rating: 900 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Watersphere's solution](#)

105.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,572 global accepts · Rating: 900 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Watersphere's solution](#)

106.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,493 global accepts · Rating: 900 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Watersphere's solution](#)

107.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 900 · first AC: 2024-05-08 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Watersphere's solution](#)

108.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[Watersphere's solution](#)

109.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Watersphere's solution](#)

110.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Watersphere's solution](#)

111.

2147B

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

Quality: 16,956 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Watersphere's solution](#)

112.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Watersphere's solution](#)

113.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Watersphere's solution](#)

114.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Watersphere's solution](#)

115.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Watersphere's solution](#)

116.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Watersphere's solution](#)

117.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Watersphere's solution](#)

118.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,882 global accepts · Rating: 1000 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Watersphere's solution](#)

119.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Watersphere's solution](#)

120.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,560 global accepts · Rating: 1000 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[Watersphere's solution](#)

121.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Watersphere's solution](#)

122.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[Watersphere's solution](#)

123.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-05 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Watersphere's solution](#)

124.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Watersphere's solution](#)

125.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-04-08 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Watersphere's solution](#)

126.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Watersphere's solution](#)

127.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Watersphere's solution](#)

128.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

129.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Watersphere's solution](#)

130.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Watersphere's solution](#)

131.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Watersphere's solution](#)

132.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,810 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[Watersphere's solution](#)

133.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Watersphere's solution](#)

134.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Watersphere's solution](#)

135.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,445 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math
[Watersphere's solution](#)

136.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[Watersphere's solution](#)

137.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Watersphere's solution](#)

138.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
[Watersphere's solution](#)

139.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[Watersphere's solution](#)

140.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[Watersphere's solution](#)

141.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 1100 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Watersphere's solution](#)

142.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,552 global accepts · Rating: 1100 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Watersphere's solution](#)

143.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[Watersphere's solution](#)

144.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,379 global accepts · Rating: 1100 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Watersphere's solution](#)

145.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Watersphere's solution](#)

146.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Watersphere's solution](#)

147.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,526 global accepts · Rating: 1100 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

148.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Watersphere's solution](#)

149.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-19 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Watersphere's solution](#)

150.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Watersphere's solution](#)

151.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Watersphere's solution](#)

152.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Watersphere's solution](#)

153.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Watersphere's solution](#)

154.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Watersphere's solution](#)

155.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Watersphere's solution](#)

156.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Watersphere's solution](#)

157.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Watersphere's solution](#)

158.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Watersphere's solution](#)

159.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Watersphere's solution](#)

160.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,807 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Watersphere's solution](#)

161.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Watersphere's solution](#)

162.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,817 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Watersphere's solution](#)

163.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Watersphere's solution](#)

164.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Watersphere's solution](#)

165.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Watersphere's solution](#)

166.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[Watersphere's solution](#)

167.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Watersphere's solution](#)

168.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Watersphere's solution](#)

169.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Watersphere's solution](#)

170.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[Watersphere's solution](#)

171.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Watersphere's solution](#)

172.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,554 global accepts · Rating: 1200 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Watersphere's solution](#)

173.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Watersphere's solution](#)

174.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Watersphere's solution](#)

175.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Watersphere's solution](#)

176.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Watersphere's solution](#)

177.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,744 global accepts · Rating: 1200 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Watersphere's solution](#)

178.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,816 global accepts · Rating: 1200 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Watersphere's solution](#)

179.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2024-05-08 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Watersphere's solution](#)

180.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Watersphere's solution](#)

181.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,077 global accepts · Rating: 1200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Watersphere's solution](#)

182.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Watersphere's solution](#)

183.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Watersphere's solution](#)

184.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Watersphere's solution](#)

185.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Watersphere's solution](#)

186.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Watersphere's solution](#)

187.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Watersphere's solution](#)

188.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Watersphere's solution](#)

189.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[Watersphere's solution](#)

190.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Watersphere's solution](#)

191.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Watersphere's solution](#)

192.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Watersphere's solution](#)

193.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[Watersphere's solution](#)

194.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[Watersphere's solution](#)

195.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Watersphere's solution](#)

196.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Watersphere's solution](#)

197.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Watersphere's solution](#)

198.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Watersphere's solution](#)

199.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1300 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[Watersphere's solution](#)

200.

1927D

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

Quality: 33,168 global accepts · Rating: 1300 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[Watersphere's solution](#)

201.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Watersphere's solution](#)

202.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Watersphere's solution](#)

203.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,316 global accepts · Rating: 1300 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[Watersphere's solution](#)

204.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Watersphere's solution](#)

205.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,427 global accepts · Rating: 1300 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Watersphere's solution](#)

206.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,271 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Watersphere's solution](#)

207.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Watersphere's solution](#)

208.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-05 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Watersphere's solution](#)

209.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-19 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Watersphere's solution](#)

210.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-08 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Watersphere's solution](#)

211.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Watersphere's solution](#)

212.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Watersphere's solution](#)

213.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Watersphere's solution](#)

214.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Watersphere's solution](#)

215.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Watersphere's solution](#)

216.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Watersphere's solution](#)

217.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[Watersphere's solution](#)

218.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[Watersphere's solution](#)

219.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Watersphere's solution](#)

220.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,296 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Watersphere's solution](#)

221.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

sortings

[Watersphere's solution](#)

222.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Watersphere's solution](#)

223.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Watersphere's solution](#)

224.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,927 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Watersphere's solution](#)

225.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Watersphere's solution](#)

226.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

227.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,079 global accepts · Rating: 1400 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Watersphere's solution](#)

228.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Watersphere's solution](#)

229.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,724 global accepts · Rating: 1400 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[Watersphere's solution](#)

230.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Watersphere's solution](#)

231.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,793 global accepts · Rating: 1400 · first AC: 2024-05-23 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Watersphere's solution](#)

232.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-23 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Watersphere's solution](#)

233.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,307 global accepts · Rating: 1400 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Watersphere's solution](#)

234.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,567 global accepts · Rating: 1400 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms

[Watersphere's solution](#)

235.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Watersphere's solution](#)

236.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[Watersphere's solution](#)

237.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Watersphere's solution](#)

238.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Watersphere's solution](#)

239.

2115A

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

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Watersphere's solution](#)

240.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Watersphere's solution](#)

241.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Watersphere's solution](#)

242.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Watersphere's solution](#)

243.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Watersphere's solution](#)

244.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Watersphere's solution](#)

245.

1999G1

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

Quality: 14,525 global accepts · Rating: 1500 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Watersphere's solution](#)

246.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Watersphere's solution](#)

247.

2008E

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

Quality: 13,219 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Watersphere's solution](#)

248.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Watersphere's solution](#)

249.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Watersphere's solution](#)

250.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[Watersphere's solution](#)

251.

1851E

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

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Watersphere's solution](#)

252.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Watersphere's solution](#)

253.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,334 global accepts · Rating: 1500 · first AC: 2024-05-11 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[Watersphere's solution](#)

254.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,372 global accepts · Rating: 1500 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Watersphere's solution](#)

255.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 1500 · first AC: 2024-05-08 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Watersphere's solution](#)

256.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Watersphere's solution](#)

257.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Watersphere's solution](#)

258.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Watersphere's solution](#)

259.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,855 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Watersphere's solution](#)

260.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Watersphere's solution](#)

261.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Watersphere's solution](#)

262.

2048D

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

Quality: 8,310 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

[Watersphere's solution](#)

263.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Watersphere's solution](#)

264.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Watersphere's solution](#)

265.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Watersphere's solution](#)

266.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Watersphere's solution](#)

267.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,210 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Watersphere's solution](#)

268.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 1600 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Watersphere's solution](#)

269.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Watersphere's solution](#)

270.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Watersphere's solution](#)

271.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[Watersphere's solution](#)

272.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1600 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Watersphere's solution](#)

273.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Watersphere's solution](#)

274.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Watersphere's solution](#)

275.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[Watersphere's solution](#)

276.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-05 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Watersphere's solution](#)

277.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Watersphere's solution](#)

278.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, math

[Watersphere's solution](#)

279.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Watersphere's solution](#)

280.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Watersphere's solution](#)

281.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Watersphere's solution](#)

282.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Watersphere's solution](#)

283.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Watersphere's solution](#)

284.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Watersphere's solution](#)

285.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Watersphere's solution](#)

286.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Watersphere's solution](#)

287.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Watersphere's solution](#)

288.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Watersphere's solution](#)

289.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Watersphere's solution](#)

290.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[Watersphere's solution](#)

291.

2031D

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

Quality: 9,676 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

[Watersphere's solution](#)

292.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Watersphere's solution](#)

293.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Watersphere's solution](#)

294.

1999G2

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

Quality: 11,024 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Watersphere's solution](#)

295.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Watersphere's solution](#)

296.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Watersphere's solution](#)

297.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Watersphere's solution](#)

298.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Watersphere's solution](#)

299.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,544 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Watersphere's solution](#)

300.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,885 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Watersphere's solution](#)

301.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Watersphere's solution](#)

302.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Watersphere's solution](#)

303.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Watersphere's solution](#)

304.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Watersphere's solution](#)

305.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Watersphere's solution](#)

306.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-11 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, sortings

[Watersphere's solution](#)

307.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-05-08 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Watersphere's solution](#)

308.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Watersphere's solution](#)

309.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Watersphere's solution](#)

310.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Watersphere's solution](#)

311.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[Watersphere's solution](#)

312.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Watersphere's solution](#)

313.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Watersphere's solution](#)

314.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Watersphere's solution](#)

315.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Watersphere's solution](#)

316.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[Watersphere's solution](#)

317.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Watersphere's solution](#)

318.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Watersphere's solution](#)

319.

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

[Watersphere's solution](#)

320.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Watersphere's solution](#)

321.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Watersphere's solution](#)

322.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Watersphere's solution](#)

323.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Watersphere's solution](#)

324.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Watersphere's solution](#)

325.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Watersphere's solution](#)

326.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Watersphere's solution](#)

327.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Watersphere's solution](#)

328.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-23 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Watersphere's solution](#)

329.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Watersphere's solution](#)

330.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Watersphere's solution](#)

331.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Watersphere's solution](#)

332.

1851F

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

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Watersphere's solution](#)

333.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Watersphere's solution](#)

334.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Watersphere's solution](#)

335.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Watersphere's solution](#)

336.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Watersphere's solution](#)

337.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Watersphere's solution](#)

338.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[Watersphere's solution](#)

339.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Watersphere's solution](#)

340.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Watersphere's solution](#)

341.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[Watersphere's solution](#)

342.

2138B

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

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Watersphere's solution](#)

343.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Watersphere's solution](#)

344.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Watersphere's solution](#)

345.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Watersphere's solution](#)

346.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Watersphere's solution](#)

347.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Watersphere's solution](#)

348.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Watersphere's solution](#)

349.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Watersphere's solution](#)

350.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Watersphere's solution](#)

351.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Watersphere's solution](#)

352.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Watersphere's solution](#)

353.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Watersphere's solution](#)

354.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Watersphere's solution](#)

355.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Watersphere's solution](#)

356.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Watersphere's solution](#)

357.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Watersphere's solution](#)

358.

1883G2

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

Quality: 6,740 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Watersphere's solution](#)

359.

2001D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Watersphere's solution](#)

360.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Watersphere's solution](#)

361.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Watersphere's solution](#)

362.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Watersphere's solution](#)

363.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Watersphere's solution](#)

364.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,307 global accepts · Rating: 1900 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Watersphere's solution](#)

365.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Watersphere's solution](#)

366.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-28 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Watersphere's solution](#)

367.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Watersphere's solution](#)

368.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1900 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[Watersphere's solution](#)

369.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Watersphere's solution](#)

370.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Watersphere's solution](#)

371.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Watersphere's solution](#)

372.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Watersphere's solution](#)

373.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Watersphere's solution](#)

374.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Watersphere's solution](#)

375.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Watersphere's solution](#)

376.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Watersphere's solution](#)

377.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Watersphere's solution](#)

378.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Watersphere's solution](#)

379.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Watersphere'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

[Watersphere's solution](#)

381.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Watersphere's solution](#)

382.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Watersphere's solution](#)

383.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Watersphere's solution](#)

384.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Watersphere's solution](#)

385.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Watersphere's solution](#)

386.

1851G

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

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Watersphere's solution](#)

387.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Watersphere's solution](#)

388.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Watersphere's solution](#)

389.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Watersphere's solution](#)

390.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Watersphere's solution](#)

391.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Watersphere's solution](#)

392.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Watersphere's solution](#)

393.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Watersphere's solution](#)

394.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Watersphere's solution](#)

395.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Watersphere's solution](#)

396.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[Watersphere's solution](#)

397.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Watersphere's solution](#)

398.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Watersphere's solution](#)

399.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Watersphere's solution](#)

400.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Watersphere's solution](#)

401.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Watersphere's solution](#)

402.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Watersphere's solution](#)

403.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Watersphere's solution](#)

404.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,503 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Watersphere's solution](#)

405.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Watersphere's solution](#)

406.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Watersphere's solution](#)

407.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Watersphere's solution](#)

408.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dfs and similar, dp, graphs, implementation, math, number theory

[Watersphere's solution](#)

409.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Watersphere's solution](#)

410.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Watersphere's solution](#)

411.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Watersphere's solution](#)

412.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[Watersphere's solution](#)

413.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Watersphere's solution](#)

414.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Watersphere's solution](#)

415.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Watersphere's solution](#)

416.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Watersphere's solution](#)

417.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Watersphere's solution](#)

418.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Watersphere's solution](#)

419.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Watersphere's solution](#)

420.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Watersphere's solution](#)

421.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Watersphere's solution](#)

422.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Watersphere's solution](#)

423.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Watersphere's solution](#)

424.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Watersphere's solution](#)

425.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Watersphere's solution](#)

426.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Watersphere's solution](#)

427.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[Watersphere's solution](#)

428.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Watersphere's solution](#)

429.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,400 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[Watersphere's solution](#)

430.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[Watersphere's solution](#)

431.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[Watersphere's solution](#)

432.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[Watersphere's solution](#)

433.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[Watersphere's solution](#)

434.

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Watersphere's solution](#)

435.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[Watersphere's solution](#)

436.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[Watersphere's solution](#)

437.

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[Watersphere's solution](#)

438.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Watersphere's solution](#)

439.

717H

[Pokermon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Watersphere's solution](#)

440.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Watersphere's solution](#)

441.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Watersphere's solution](#)

442.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Watersphere's solution](#)

443.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Watersphere's solution](#)

444.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Watersphere's solution](#)

445.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Watersphere's solution](#)

446.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Watersphere's solution](#)

447.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[Watersphere's solution](#)

448.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Watersphere's solution](#)

449.

2152F

[Triple Attack · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Watersphere's solution](#)

450.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Watersphere's solution](#)

451.

594D

[REQ · Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Watersphere's solution](#)

452.

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Watersphere's solution](#)

453.

1305F

[Kuroni and the Punishment · Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Watersphere's solution](#)

454.

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Watersphere's solution](#)

455.

1919E

[Counting Prefixes · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Watersphere's solution](#)

456.

1070L

[Odd Federalization · Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2026-01-15 · last AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Watersphere's solution](#)

457.

1089I

[Interval-Free Permutations · Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Watersphere's solution](#)

458.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Watersphere's solution](#)

459.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Watersphere's solution](#)

460.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Watersphere's solution](#)

461.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Watersphere's solution](#)

462.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Watersphere's solution](#)

463.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Watersphere's solution](#)

464.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Watersphere's solution](#)

465.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Watersphere's solution](#)

466.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Watersphere's solution](#)

467.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Watersphere's solution](#)

468.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[Watersphere's solution](#)

469.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[Watersphere's solution](#)

470.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[Watersphere's solution](#)

471.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[Watersphere's solution](#)

472.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, trees
[Watersphere's solution](#)

473.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[Watersphere's solution](#)

474.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[Watersphere's solution](#)

475.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[Watersphere's solution](#)

476.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[Watersphere's solution](#)

477.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[Watersphere's solution](#)

478.

1067E

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

Quality: 552 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
[Watersphere's solution](#)

479.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory
[Watersphere's solution](#)

480.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[Watersphere's solution](#)

481.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
[Watersphere's solution](#)

482.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[Watersphere's solution](#)

483.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[Watersphere's solution](#)

484.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Watersphere's solution](#)

485.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2025-11-06 · last AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Watersphere's solution](#)

486.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Watersphere's solution](#)

487.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
[Watersphere's solution](#)

488.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Watersphere's solution](#)

489.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[Watersphere's solution](#)

490.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Watersphere's solution](#)

491.

2158F2

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

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[Watersphere's solution](#)

492.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[Watersphere's solution](#)

493.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Watersphere's solution](#)

494.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Watersphere's solution](#)

495.

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Watersphere's solution](#)

496.

453E

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

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Watersphere's solution](#)

497.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Watersphere's solution](#)

498.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Watersphere's solution](#)

499.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Watersphere's solution](#)

500.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-06-02 · last AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Watersphere's solution](#)

501.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Watersphere's solution](#)

502.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Watersphere's solution](#)

503.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, trees

[Watersphere's solution](#)

504.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Watersphere's solution](#)

505.

1466H

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

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Watersphere's solution](#)

506.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Watersphere's solution](#)

507.

983D

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

Quality: 513 global accepts · Rating: 3300 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Watersphere's solution](#)

508.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Watersphere's solution](#)

509.

1844H

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

data structures, dp, dsu, math

[Watersphere's solution](#)

510.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Watersphere's solution](#)

511.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Watersphere's solution](#)

512.

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Watersphere's solution](#)

513.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Watersphere's solution](#)

514.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: games

[Watersphere's solution](#)

515.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Watersphere's solution](#)

516.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Watersphere's solution](#)

517.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Watersphere's solution](#)

518.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: — · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Watersphere's solution](#)

519.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Watersphere's solution](#)

520.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Watersphere's solution](#)

521.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Watersphere's solution](#)

522.

2222B

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

Quality: 7,257 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Watersphere's solution](#)

523.

2222A

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

Quality: 9,964 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Watersphere's solution](#)

524.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,201 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Watersphere's solution](#)

525.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Watersphere's solution](#)

526.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,973 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Watersphere's solution](#)

527.

102331F

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

Rating: — · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Watersphere's solution](#)

528.

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Watersphere's solution](#)

529.

102411D

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

Rating: — · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Watersphere's solution](#)

530.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Watersphere's solution](#)

531.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Watersphere's solution](#)

532.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Watersphere's solution](#)

533.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive

[Watersphere's solution](#)

534.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[Watersphere's solution](#)

535.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

[Watersphere's solution](#)

536.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, schedules

[Watersphere's solution](#)

537.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Watersphere's solution](#)

538.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[Watersphere's solution](#)