

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

<https://cfelitetracker.vercel.app>

# Unique solved — XY Eleven

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

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

Filters: none

Count: 409

1.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[XY Eleven's solution](#)

2.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,782 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[XY Eleven's solution](#)

3.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[XY Eleven's solution](#)

4.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,935 global accepts · Rating: 800 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[XY Eleven's solution](#)

5.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[XY Eleven's solution](#)

6.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[XY Eleven's solution](#)

7.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[XY Eleven's solution](#)

8.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[XY Eleven's solution](#)

9.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[XY\\_Eleven's solution](#)

**10.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[XY\\_Eleven's solution](#)

**11.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[XY\\_Eleven's solution](#)

**12.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[XY\\_Eleven's solution](#)

**13.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[XY\\_Eleven's solution](#)

**14.**

1931A

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

Quality: 39,963 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[XY\\_Eleven's solution](#)

**15.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,337 global accepts · Rating: 800 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[XY\\_Eleven's solution](#)

**16.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,312 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XY\\_Eleven's solution](#)

**17.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[XY\\_Eleven's solution](#)

**18.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[XY\\_Eleven's solution](#)

**19.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,112 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[XY\\_Eleven's solution](#)

**20.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[XY\\_Eleven's solution](#)

**21.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[XY\\_Eleven's solution](#)

**22.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[XY\\_Eleven's solution](#)

**23.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[XY\\_Eleven's solution](#)

**24.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,675 global accepts · Rating: 800 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[XY\\_Eleven's solution](#)

**25.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[XY\\_Eleven's solution](#)

**26.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[XY\\_Eleven's solution](#)

**27.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,997 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[XY\\_Eleven's solution](#)

**28.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[XY\\_Eleven's solution](#)

**29.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,395 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[XY\\_Eleven's solution](#)

**30.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[XY\\_Eleven's solution](#)

**31.**

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[XY\\_Eleven's solution](#)

**32.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[XY\\_Eleven's solution](#)

**33.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[XY\\_Eleven's solution](#)

**34.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[XY\\_Eleven's solution](#)

**35.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,347 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[XY\\_Eleven's solution](#)

**36.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,063 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[XY\\_Eleven's solution](#)

**37.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[XY\\_Eleven's solution](#)

**38.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[XY\\_Eleven's solution](#)

**39.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XY\\_Eleven's solution](#)

**40.**

1790A

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

Quality: 41,049 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[XY\\_Eleven's solution](#)

**41.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,118 global accepts · Rating: 900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[XY\\_Eleven's solution](#)

**42.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[XY\\_Eleven's solution](#)

**43.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[XY\\_Eleven's solution](#)

**44.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[XY\\_Eleven's solution](#)

**45.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,650 global accepts · Rating: 900 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[XY\\_Eleven's solution](#)

**46.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[XY\\_Eleven's solution](#)

**47.**

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[XY\\_Eleven's solution](#)

**48.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,910 global accepts · Rating: 1000 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[XY\\_Eleven's solution](#)

**49.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[XY\\_Eleven's solution](#)

**50.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[XY\\_Eleven's solution](#)

**51.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[XY\\_Eleven's solution](#)

**52.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[XY\\_Eleven's solution](#)

- 53.**  
1861B  
[Two Binary Strings](#) · [Tutorial](#)  
Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[XY](#) [Eleven's solution](#)
- 54.**  
1858C  
[Yet Another Permutation Problem](#) · [Tutorial](#)  
Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[XY](#) [Eleven's solution](#)
- 55.**  
1844B  
[Permutations & Primes](#) · [Tutorial](#)  
Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[XY](#) [Eleven's solution](#)
- 56.**  
1796B  
[Asterisk-Minor Template](#) · [Tutorial](#)  
Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[XY](#) [Eleven's solution](#)
- 57.**  
1790C  
[Premutation](#) · [Tutorial](#)  
Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[XY](#) [Eleven's solution](#)
- 58.**  
2061B  
[Kevin and Geometry](#) · [Tutorial](#)  
Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[XY](#) [Eleven's solution](#)
- 59.**  
1991B  
[AND Reconstruction](#) · [Tutorial](#)  
Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[XY](#) [Eleven's solution](#)
- 60.**  
1901B  
[Chip and Ribbon](#) · [Tutorial](#)  
Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[XY](#) [Eleven's solution](#)
- 61.**  
1884B  
[Haunted House](#) · [Tutorial](#)  
Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[XY](#) [Eleven's solution](#)
- 62.**  
1873E  
[Building an Aquarium](#) · [Tutorial](#)  
Quality: 43,461 global accepts · Rating: 1100 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[XY](#) [Eleven's solution](#)
- 63.**  
1867B  
[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[XY\\_Eleven's solution](#)

**64.**

1872C

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

Quality: 26,384 global accepts · Rating: 1100 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[XY\\_Eleven's solution](#)

**65.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[XY\\_Eleven's solution](#)

**66.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[XY\\_Eleven's solution](#)

**67.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,136 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[XY\\_Eleven's solution](#)

**68.**

2174A

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

Quality: 14,304 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[XY\\_Eleven's solution](#)

**69.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[XY\\_Eleven's solution](#)

**70.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,950 global accepts · Rating: 1200 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[XY\\_Eleven's solution](#)

**71.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[XY\\_Eleven's solution](#)

**72.**

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[XY\\_Eleven's solution](#)

**73.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[XY\\_Eleven's solution](#)

**74.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[XY\\_Eleven's solution](#)

**75.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[XY\\_Eleven's solution](#)

**76.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[XY\\_Eleven's solution](#)

**77.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,900 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[XY\\_Eleven's solution](#)

**78.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers  
[XY\\_Eleven's solution](#)

**79.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[XY\\_Eleven's solution](#)

**80.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation  
[XY\\_Eleven's solution](#)

**81.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[XY\\_Eleven's solution](#)

**82.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[XY\\_Eleven's solution](#)

**83.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[XY\\_Eleven's solution](#)

**84.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[XY\\_Eleven's solution](#)

**85.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[XY\\_Eleven's solution](#)

**86.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[XY\\_Eleven's solution](#)

**87.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[XY\\_Eleven's solution](#)

**88.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[XY\\_Eleven's solution](#)

**89.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[XY\\_Eleven's solution](#)

**90.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[XY\\_Eleven's solution](#)

**91.**

2190B1

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

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[XY\\_Eleven's solution](#)

**92.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1400 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[XY\\_Eleven's solution](#)

**93.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, greedy, sortings

[XY\\_Eleven's solution](#)

**94.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[XY\\_Eleven's solution](#)

**95.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[XY\\_Eleven's solution](#)

**96.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[XY\\_Eleven's solution](#)

**97.**

1931E

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

Quality: 25,730 global accepts · Rating: 1400 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[XY\\_Eleven's solution](#)

**98.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[XY\\_Eleven's solution](#)

**99.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[XY\\_Eleven's solution](#)

**100.**

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[XY\\_Eleven's solution](#)

**101.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[XY\\_Eleven's solution](#)

**102.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[XY\\_Eleven's solution](#)

**103.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, greedy, math, number theory, strings

[XY\\_Eleven's solution](#)

**104.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[XY\\_Eleven's solution](#)

**105.**

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[XY\\_Eleven's solution](#)

**106.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XY\\_Eleven's solution](#)

**107.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[XY\\_Eleven's solution](#)

**108.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[XY\\_Eleven's solution](#)

**109.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[XY\\_Eleven's solution](#)

**110.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[XY\\_Eleven's solution](#)

**111.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[XY\\_Eleven's solution](#)

**112.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[XY\\_Eleven's solution](#)

**113.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[XY\\_Eleven's solution](#)

**114.**

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[XY](#) · [Eleven's solution](#)

**115.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[XY](#) · [Eleven's solution](#)

**116.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[XY](#) · [Eleven's solution](#)

**117.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[XY](#) · [Eleven's solution](#)

**118.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[XY](#) · [Eleven's solution](#)

**119.**

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[XY](#) · [Eleven's solution](#)

**120.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math

[XY](#) · [Eleven's solution](#)

**121.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[XY](#) · [Eleven's solution](#)

**122.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[XY](#) · [Eleven's solution](#)

**123.**

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[XY\\_Eleven's solution](#)

**124.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[XY\\_Eleven's solution](#)

**125.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[XY\\_Eleven's solution](#)

**126.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[XY\\_Eleven's solution](#)

**127.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[XY\\_Eleven's solution](#)

**128.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[XY\\_Eleven's solution](#)

**129.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[XY\\_Eleven's solution](#)

**130.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[XY\\_Eleven's solution](#)

**131.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[XY\\_Eleven's solution](#)

**132.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[XY\\_Eleven's solution](#)

**133.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[XY\\_Eleven's solution](#)

**134.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,210 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[XY\\_Eleven's solution](#)

**135.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[XY\\_Eleven's solution](#)

**136.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[XY\\_Eleven's solution](#)

**137.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[XY\\_Eleven's solution](#)

**138.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[XY\\_Eleven's solution](#)

**139.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[XY\\_Eleven's solution](#)

**140.**

1853D

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

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[XY\\_Eleven's solution](#)

**141.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[XY\\_Eleven's solution](#)

**142.**

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[XY\\_Eleven's solution](#)

**143.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[XY\\_Eleven's solution](#)

**144.**

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[XY\\_Eleven's solution](#)

**145.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[XY\\_Eleven's solution](#)

**146.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[XY\\_Eleven's solution](#)

**147.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[XY\\_Eleven's solution](#)

**148.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[XY\\_Eleven's solution](#)

**149.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[XY\\_Eleven's solution](#)

**150.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[XY\\_Eleven's solution](#)

**151.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[XY\\_Eleven's solution](#)

**152.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,636 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[XY\\_Eleven's solution](#)

**153.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[XY\\_Eleven's solution](#)

**154.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[XY\\_Eleven's solution](#)

**155.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[XY\\_Eleven's solution](#)

**156.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[XY\\_Eleven's solution](#)

**157.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[XY\\_Eleven's solution](#)

**158.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[XY\\_Eleven's solution](#)

**159.**

1846G

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

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[XY\\_Eleven's solution](#)

**160.**

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[XY\\_Eleven's solution](#)

**161.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[XY\\_Eleven's solution](#)

**162.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[XY\\_Eleven's solution](#)

**163.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[XY\\_Eleven's solution](#)

**164.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[XY](#) · [Eleven's solution](#)

**165.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[XY](#) · [Eleven's solution](#)

**166.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[XY](#) · [Eleven's solution](#)

**167.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[XY](#) · [Eleven's solution](#)

**168.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[XY](#) · [Eleven's solution](#)

**169.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[XY](#) · [Eleven's solution](#)

**170.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[XY](#) · [Eleven's solution](#)

**171.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[XY](#) · [Eleven's solution](#)

**172.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[XY](#) · [Eleven's solution](#)

**173.**

2150C

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

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[XY](#) · [Eleven's solution](#)

**174.**

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games

[XY\\_Eleven's solution](#)

**175.**

2115B

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

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[XY\\_Eleven's solution](#)

**176.**

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[XY\\_Eleven's solution](#)

**177.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[XY\\_Eleven's solution](#)

**178.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[XY\\_Eleven's solution](#)

**179.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[XY\\_Eleven's solution](#)

**180.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[XY\\_Eleven's solution](#)

**181.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[XY\\_Eleven's solution](#)

**182.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[XY\\_Eleven's solution](#)

**183.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[XY\\_Eleven's solution](#)

**184.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[XY](#) · [Eleven's solution](#)

**185.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[XY](#) · [Eleven's solution](#)

**186.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[XY](#) · [Eleven's solution](#)

**187.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[XY](#) · [Eleven's solution](#)

**188.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[XY](#) · [Eleven's solution](#)

**189.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[XY](#) · [Eleven's solution](#)

**190.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[XY](#) · [Eleven's solution](#)

**191.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[XY](#) · [Eleven's solution](#)

**192.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[XY](#) · [Eleven's solution](#)

**193.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[XY\\_Eleven's solution](#)

**194.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[XY\\_Eleven's solution](#)

**195.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[XY\\_Eleven's solution](#)

**196.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[XY\\_Eleven's solution](#)

**197.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[XY\\_Eleven's solution](#)

**198.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[XY\\_Eleven's solution](#)

**199.**

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[XY\\_Eleven's solution](#)

**200.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[XY\\_Eleven's solution](#)

**201.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[XY\\_Eleven's solution](#)

**202.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[XY\\_Eleven's solution](#)

**203.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[XY\\_Eleven's solution](#)

## 204.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[XY\\_Eleven's solution](#)

## 205.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[XY\\_Eleven's solution](#)

## 206.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[XY\\_Eleven's solution](#)

## 207.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games

[XY\\_Eleven's solution](#)

## 208.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[XY\\_Eleven's solution](#)

## 209.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[XY\\_Eleven's solution](#)

## 210.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[XY\\_Eleven's solution](#)

## 211.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[XY\\_Eleven's solution](#)

## 212.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[XY\\_Eleven's solution](#)

**213.**

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[XY](#) · [Eleven's solution](#)

**214.**

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[XY](#) · [Eleven's solution](#)

**215.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[XY](#) · [Eleven's solution](#)

**216.**

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[XY](#) · [Eleven's solution](#)

**217.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[XY](#) · [Eleven's solution](#)

**218.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[XY](#) · [Eleven's solution](#)

**219.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[XY](#) · [Eleven's solution](#)

**220.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[XY](#) · [Eleven's solution](#)

**221.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

[XY](#) · [Eleven's solution](#)

**222.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[XY](#) · [Eleven's solution](#)

**223.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[XY\\_Eleven's solution](#)

**224.**

2159D1

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

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[XY\\_Eleven's solution](#)

**225.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, greedy, interactive

[XY\\_Eleven's solution](#)

**226.**

1788F

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

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[XY\\_Eleven's solution](#)

**227.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[XY\\_Eleven's solution](#)

**228.**

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[XY\\_Eleven's solution](#)

**229.**

2029F

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

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

[XY\\_Eleven's solution](#)

**230.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[XY\\_Eleven's solution](#)

**231.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[XY\\_Eleven's solution](#)

**232.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[XY\\_Eleven's solution](#)

**233.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[XY\\_Eleven's solution](#)

**234.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[XY\\_Eleven's solution](#)

**235.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[XY\\_Eleven's solution](#)

**236.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[XY\\_Eleven's solution](#)

**237.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[XY\\_Eleven's solution](#)

**238.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[XY\\_Eleven's solution](#)

**239.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[XY\\_Eleven's solution](#)

**240.**

2158F1

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

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[XY\\_Eleven's solution](#)

**241.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[XY\\_Eleven's solution](#)

**242.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[XY\\_Eleven's solution](#)

**243.**

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[XY · Eleven's solution](#)

**244.**

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[XY · Eleven's solution](#)

**245.**

1153F

[Serval and Bonus Problem · Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[XY · Eleven's solution](#)

**246.**

2084G1

[Wish Upon a Satellite \(Easy Version\) · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[XY · Eleven's solution](#)

**247.**

325C

[Monsters and Diamonds · Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[XY · Eleven's solution](#)

**248.**

1949J

[Amanda the Amoeba · Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[XY · Eleven's solution](#)

**249.**

1515F

[Phoenix and Earthquake · Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[XY · Eleven's solution](#)

**250.**

1209F

[Koala and Notebook · Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[XY · Eleven's solution](#)

**251.**

2006D

[Iris and Adjacent Products · Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[XY · Eleven's solution](#)

**252.**

1217F

[Forced Online Queries Problem · Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[XY\\_Eleven's solution](#)

**253.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[XY\\_Eleven's solution](#)

**254.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[XY\\_Eleven's solution](#)

**255.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[XY\\_Eleven's solution](#)

**256.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[XY\\_Eleven's solution](#)

**257.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[XY\\_Eleven's solution](#)

**258.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[XY\\_Eleven's solution](#)

**259.**

1890E2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[XY\\_Eleven's solution](#)

**260.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[XY\\_Eleven's solution](#)

**261.**

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[XY\\_Eleven's solution](#)

**262.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[XY\\_Eleven's solution](#)

**263.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[XY\\_Eleven's solution](#)

**264.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[XY\\_Eleven's solution](#)

**265.**

407D

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

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[XY\\_Eleven's solution](#)

**266.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[XY\\_Eleven's solution](#)

**267.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[XY\\_Eleven's solution](#)

**268.**

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[XY\\_Eleven's solution](#)

**269.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[XY\\_Eleven's solution](#)

**270.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[XY\\_Eleven's solution](#)

**271.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[XY\\_Eleven's solution](#)

**272.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[XY\\_Eleven's solution](#)

**273.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[XY\\_Eleven's solution](#)

**274.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[XY\\_Eleven's solution](#)

**275.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[XY\\_Eleven's solution](#)

**276.**

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[XY\\_Eleven's solution](#)

**277.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[XY\\_Eleven's solution](#)

**278.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[XY\\_Eleven's solution](#)

**279.**

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[XY\\_Eleven's solution](#)

**280.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[XY\\_Eleven's solution](#)

**281.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[XY\\_Eleven's solution](#)

**282.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[XY\\_Eleven's solution](#)

**283.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[XY\\_Eleven's solution](#)

**284.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[XY\\_Eleven's solution](#)

**285.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[XY\\_Eleven's solution](#)

**286.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[XY\\_Eleven's solution](#)

**287.**

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**288.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[XY\\_Eleven's solution](#)

**289.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[XY\\_Eleven's solution](#)

**290.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[XY\\_Eleven's solution](#)

**291.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[XY\\_Eleven's solution](#)

**292.**

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs,

implementation, shortest paths, two pointers

[XY\\_Eleven's solution](#)

**293.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[XY\\_Eleven's solution](#)

**294.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[XY\\_Eleven's solution](#)

**295.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[XY\\_Eleven's solution](#)

**296.**

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[XY\\_Eleven's solution](#)

**297.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[XY\\_Eleven's solution](#)

**298.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[XY\\_Eleven's solution](#)

**299.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[XY\\_Eleven's solution](#)

**300.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[XY\\_Eleven's solution](#)

**301.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[XY\\_Eleven's solution](#)

**302.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[XY\\_Eleven's solution](#)

**303.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[XY\\_Eleven's solution](#)

**304.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[XY\\_Eleven's solution](#)

**305.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[XY\\_Eleven's solution](#)

**306.**

2158F2

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

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[XY\\_Eleven's solution](#)

**307.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[XY\\_Eleven's solution](#)

**308.**

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[XY\\_Eleven's solution](#)

**309.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[XY\\_Eleven's solution](#)

**310.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[XY\\_Eleven's solution](#)

**311.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[XY\\_Eleven's solution](#)

**312.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar,

math

[XY\\_Eleven's solution](#)

**313.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[XY\\_Eleven's solution](#)

**314.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[XY\\_Eleven's solution](#)

**315.**

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[XY\\_Eleven's solution](#)

**316.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[XY\\_Eleven's solution](#)

**317.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[XY\\_Eleven's solution](#)

**318.**

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[XY\\_Eleven's solution](#)

**319.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[XY\\_Eleven's solution](#)

**320.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[XY\\_Eleven's solution](#)

**321.**

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[XY\\_Eleven's solution](#)

**322.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[XY\\_Eleven's solution](#)

**323.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[XY](#) · [Eleven's solution](#)

**324.**

1890F

[Game of Stacks](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[XY](#) · [Eleven's solution](#)

**325.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[XY](#) · [Eleven's solution](#)

**326.**

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[XY](#) · [Eleven's solution](#)

**327.**

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[XY](#) · [Eleven's solution](#)

**328.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[XY](#) · [Eleven's solution](#)

**329.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[XY](#) · [Eleven's solution](#)

**330.**

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[XY](#) · [Eleven's solution](#)

**331.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2024-11-13 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[XY](#) · [Eleven's solution](#)

**332.**

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[XY](#) · [Eleven's solution](#)

**333.**

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[XY\\_Eleven's solution](#)

**334.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[XY\\_Eleven's solution](#)

**335.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[XY\\_Eleven's solution](#)

**336.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[XY\\_Eleven's solution](#)

**337.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[XY\\_Eleven's solution](#)

**338.**

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[XY\\_Eleven's solution](#)

**339.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[XY\\_Eleven's solution](#)

**340.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[XY\\_Eleven's solution](#)

**341.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[XY\\_Eleven's solution](#)

**342.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[XY\\_Eleven's solution](#)

**343.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[XY\\_Eleven's solution](#)

**344.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[XY](#) · [Eleven's solution](#)

**345.**

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[XY](#) · [Eleven's solution](#)

**346.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[XY](#) · [Eleven's solution](#)

**347.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[XY](#) · [Eleven's solution](#)

**348.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[XY](#) · [Eleven's solution](#)

**349.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[XY](#) · [Eleven's solution](#)

**350.**

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · last AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[XY](#) · [Eleven's solution](#)

**351.**

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[XY](#) · [Eleven's solution](#)

**352.**

2178H

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

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[XY](#) · [Eleven's solution](#)

**353.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[XY](#) · [Eleven's solution](#)

**354.**

2034H

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

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[XY\\_Eleven's solution](#)

**355.**

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[XY\\_Eleven's solution](#)

**356.**

2135E1

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

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[XY\\_Eleven's solution](#)

**357.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[XY\\_Eleven's solution](#)

**358.**

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, trees

[XY\\_Eleven's solution](#)

**359.**

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[XY\\_Eleven's solution](#)

**360.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[XY\\_Eleven's solution](#)

**361.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[XY\\_Eleven's solution](#)

**362.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[XY\\_Eleven's solution](#)

**363.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[XY\\_Eleven's solution](#)

**364.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[XY\\_Eleven's solution](#)

**365.**

1930H

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[XY\\_Eleven's solution](#)

**366.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[XY\\_Eleven's solution](#)

**367.**

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[XY\\_Eleven's solution](#)

**368.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[XY\\_Eleven's solution](#)

**369.**

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[XY\\_Eleven's solution](#)

**370.**

1548E

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

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[XY\\_Eleven's solution](#)

**371.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[XY\\_Eleven's solution](#)

**372.**

1916G

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

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-10-10 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory, trees

[XY\\_Eleven's solution](#)

**373.**

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[XY\\_Eleven's solution](#)

**374.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-11-05 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[XY\\_Eleven's solution](#)

**375.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3500 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[XY\\_Eleven's solution](#)

**376.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[XY\\_Eleven's solution](#)

**377.**

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[XY\\_Eleven's solution](#)

**378.**

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[XY\\_Eleven's solution](#)

**379.**

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[XY\\_Eleven's solution](#)

**380.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[XY\\_Eleven's solution](#)

**381.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[XY\\_Eleven's solution](#)

**382.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[XY\\_Eleven's solution](#)

**383.**

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[XY\\_Eleven's solution](#)

**384.**

2061H2

[Kevin and Stones \(Hard Version\)](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[XY\\_Eleven's solution](#)

**385.**

2061H1

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

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-21 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[XY\\_Eleven's solution](#)

**386.**

2061F2

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

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[XY\\_Eleven's solution](#)

**387.**

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[XY\\_Eleven's solution](#)

**388.**

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[XY\\_Eleven's solution](#)

**389.**

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[XY\\_Eleven's solution](#)

**390.**

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[XY\\_Eleven's solution](#)

**391.**

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive

[XY\\_Eleven's solution](#)

**392.**

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[XY\\_Eleven's solution](#)

**393.**

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[XY\\_Eleven's solution](#)

**394.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**395.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**396.**

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**397.**

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**398.**

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**399.**

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**400.**

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**401.**

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · last AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**402.**

104345K

[Two Paths](#) · [Tutorial](#)

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

[XY\\_Eleven's solution](#)

**403.**

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**404.**

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**405.**

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**406.**

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**407.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**408.**

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[XY\\_Eleven's solution](#)

**409.**

103069A

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

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[XY\\_Eleven's solution](#)