

10.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

11.

2003A

[Turtle and Good Strings · Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

12.

2001B

[Generate Permutation · Tutorial](#)

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Yuuuuuuuuuuuuuuuuuu's solution](#)

13.

2001A

[Make All Equal · Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Yuuuuuuuuuuuuuuuuuu's solution](#)

14.

2004A

[Closest Point · Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

15.

2002A

[Distanced Coloring · Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

16.

1998A

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

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

17.

1991A

[Maximize the Last Element · Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Yuuuuuuuuuuuuuuuuuu's solution](#)

18.

1994A

[Diverse Game · Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Yuuuuuuuuuuuuuuuuuu's solution](#)

19.

1983A

[Array Divisibility · Tutorial](#)

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

20.

1987A

[Upload More RAM · Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

21.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

22.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Yuuuuuuuuuuuuuuuu's solution](#)

23.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

24.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

25.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Yuuuuuuuuuuuuuuuu's solution](#)

26.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Yuuuuuuuuuuuuuuuu's solution](#)

27.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

28.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

29.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

30.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

31.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

32.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Yuuuuuuuuuuuuuuuu's solution](#)

33.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

34.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Yuuuuuuuuuuuuuuuu's solution](#)

35.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Yuuuuuuuuuuuuuuuu's solution](#)

36.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Yuuuuuuuuuuuuuuuu's solution](#)

37.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

38.

2178B

[Impost or Sus](#) · [Tutorial](#)

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

[Yuuuuuuuuuuuuuuuu's solution](#)

39.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

40.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

41.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

42.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

43.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

44.

2004B

[Game with Doors](#) · [Tutorial](#)

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

45.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[Yuuuuuuuuuuuuuuuuuu's solution](#)

46.

1998B

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

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

47.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Yuuuuuuuuuuuuuuuuuu's solution](#)

48.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,933 global accepts · Rating: 1000 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

49.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

50.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

51.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

52.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

53.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

54.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

55.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Yuuuuuuuuuuuuuuuu's solution](#)

56.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

57.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

58.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

59.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

60.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Yuuuuuuuuuuuuuuuu's solution](#)

61.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Yuuuuuuuuuuuuuuuu's solution](#)

62.

1557B

[Moamen and k-subarrays](#) · Tutorial

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

63.

2178C

[First or Second](#) · Tutorial

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

[Yuuuuuuuuuuuuuuuu's solution](#)

64.

2174A

[Needle in a Haystack](#) · Tutorial

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

65.

2053B

[Outstanding Impressionist](#) · Tutorial

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

66.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

67.

2003C

[Turtle and Good Pairs](#) · Tutorial

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Yuuuuuuuuuuuuuuuu's solution](#)

68.

2002C

[Black Circles](#) · Tutorial

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

69.

1983B

[Corner Twist](#) · Tutorial

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Yuuuuuuuuuuuuuuuu's solution](#)

70.

1987C

[Basil's Garden](#) · Tutorial

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

71.

1982C

[Boring Day](#) · Tutorial

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

72.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

73.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

74.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Yuuuuuuuuuuuuuuuuuu's solution](#)

75.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

76.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

77.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

78.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Yuuuuuuuuuuuuuuuuuu's solution](#)

79.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

80.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Yuuuuuuuuuuuuuuuuuu's solution](#)

81.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Yuuuuuuuuuuuuuuuuuu's solution](#)

82.
2049B
[pspspsps](#) · [Tutorial](#)
Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[Yuuuuuuuuuuuuuuuuuu's solution](#)

83.
2023A
[Concatenation of Arrays](#) · [Tutorial](#)
Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

84.
1991C
[Absolute Zero](#) · [Tutorial](#)
Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

85.
1978C
[Manhattan Permutations](#) · [Tutorial](#)
Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

86.
1984C1
[Magnitude \(Easy Version\)](#) · [Tutorial](#)
Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

87.
1943A
[MEX Game 1](#) · [Tutorial](#)
Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[Yuuuuuuuuuuuuuuuuuu's solution](#)

88.
1864C
[Divisor Chain](#) · [Tutorial](#)
Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Yuuuuuuuuuuuuuuuuuu's solution](#)

89.
1556B
[Take Your Places!](#) · [Tutorial](#)
Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Yuuuuuuuuuuuuuuuuuu's solution](#)

90.
2097A
[Sports Betting](#) · [Tutorial](#)
Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

91.
2035C
[Alya and Permutation](#) · [Tutorial](#)
Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

92.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Yuuuuuuuuuuuuuuuu's solution](#)

93.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

94.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

95.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

96.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

97.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Yuuuuuuuuuuuuuuuu's solution](#)

98.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Yuuuuuuuuuuuuuuuu's solution](#)

99.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Yuuuuuuuuuuuuuuuu's solution](#)

100.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

101.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

102.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Yuuuuuuuuuuuuuuuuuu's solution](#)

103.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[Yuuuuuuuuuuuuuuuuuu's solution](#)

104.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Yuuuuuuuuuuuuuuuuuu's solution](#)

105.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

106.

2004D

[Colored Portals](#) · [Tutorial](#)

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

[Yuuuuuuuuuuuuuuuuuu's solution](#)

107.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Yuuuuuuuuuuuuuuuuuu's solution](#)

108.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

109.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

110.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

111.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[Yuuuuuuuuuuuuuuuuuu's solution](#)

112.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

113.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Yuuuuuuuuuuuuuuuuuu's solution](#)

114.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2025-02-18 · OCaml (first AC) · Tags: dfs and similar, graphs, two pointers

[Yuuuuuuuuuuuuuuuuuu's solution](#)

115.

2053D

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

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

[Yuuuuuuuuuuuuuuuuuu's solution](#)

116.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

117.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Yuuuuuuuuuuuuuuuuuu's solution](#)

118.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Yuuuuuuuuuuuuuuuuuu's solution](#)

119.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Yuuuuuuuuuuuuuuuuuu's solution](#)

120.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Yuuuuuuuuuuuuuuuuuu's solution](#)

121.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

122.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

123.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

124.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

125.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

126.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

127.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Yuuuuuuuuuuuuuuuu's solution](#)

128.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

129.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Yuuuuuuuuuuuuuuuu's solution](#)

130.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

131.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

132.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

133.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Yuuuuuuuuuuuuuuuuuu's solution](#)

134.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Yuuuuuuuuuuuuuuuuuu's solution](#)

135.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

136.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Yuuuuuuuuuuuuuuuuuu's solution](#)

137.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Yuuuuuuuuuuuuuuuuuu's solution](#)

138.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Yuuuuuuuuuuuuuuuuuu's solution](#)

139.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Yuuuuuuuuuuuuuuuuuu's solution](#)

140.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Yuuuuuuuuuuuuuuuuuu's solution](#)

141.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms,

interactive, math

[Yuuuuuuuuuuuuuuuu's solution](#)

142.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Yuuuuuuuuuuuuuuuu's solution](#)

143.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Yuuuuuuuuuuuuuuuu's solution](#)

144.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Yuuuuuuuuuuuuuuuu's solution](#)

145.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

146.

2053E

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

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

[Yuuuuuuuuuuuuuuuu's solution](#)

147.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

148.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Yuuuuuuuuuuuuuuuu's solution](#)

149.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

150.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Yuuuuuuuuuuuuuuuu's solution](#)

151.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Yuuuuuuuuuuuuuuuu's solution](#)

152.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

153.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

154.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

155.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

156.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

157.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Yuuuuuuuuuuuuuuuu's solution](#)

158.

2178E

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

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

[Yuuuuuuuuuuuuuuuu's solution](#)

159.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Yuuuuuuuuuuuuuuuu's solution](#)

160.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Yuuuuuuuuuuuuuuuu's solution](#)

161.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2025-02-17 · OCaml (first AC) · Tags: dp, string suffix structures, strings, two pointers
[Yuuuuuuuuuuuuuuuuuu's solution](#)

162.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
[Yuuuuuuuuuuuuuuuuuu's solution](#)

163.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[Yuuuuuuuuuuuuuuuuuu's solution](#)

164.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Yuuuuuuuuuuuuuuuuuu's solution](#)

165.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[Yuuuuuuuuuuuuuuuuuu's solution](#)

166.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

167.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[Yuuuuuuuuuuuuuuuuuu's solution](#)

168.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

169.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Yuuuuuuuuuuuuuuuuuu's solution](#)

170.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[Yuuuuuuuuuuuuuuuuuu's solution](#)

171.

2004E

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

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

[Yyyyyyyyyyyyyyyyyyy's solution](#)

172.

1998D

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

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

[Yyyyyyyyyyyyyyyyyyy's solution](#)

173.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Yyyyyyyyyyyyyyyyyyy's solution](#)

174.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Yyyyyyyyyyyyyyyyyyy's solution](#)

175.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Yyyyyyyyyyyyyyyyyyy's solution](#)

176.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Yyyyyyyyyyyyyyyyyyy's solution](#)

177.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Yyyyyyyyyyyyyyyyyyy's solution](#)

178.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[Yyyyyyyyyyyyyyyyyyy's solution](#)

179.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Yyyyyyyyyyyyyyyyyyy's solution](#)

180.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Yyyyyyyyyyyyyyyyyyy's solution](#)

181.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Yuuuuuuuuuuuuuuuu's solution](#)

182.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Yuuuuuuuuuuuuuuuu's solution](#)

183.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

184.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

185.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Yuuuuuuuuuuuuuuuu's solution](#)

186.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

187.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Yuuuuuuuuuuuuuuuu's solution](#)

188.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Yuuuuuuuuuuuuuuuu's solution](#)

189.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

190.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Yuuuuuuuuuuuuuuuu's solution](#)

191.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

192.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Yuuuuuuuuuuuuuuuu's solution](#)

193.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Yuuuuuuuuuuuuuuuu's solution](#)

194.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

195.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Yuuuuuuuuuuuuuuuu's solution](#)

196.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Yuuuuuuuuuuuuuuuu's solution](#)

197.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

198.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Yuuuuuuuuuuuuuuuu's solution](#)

199.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

200.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

201.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

202.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

203.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Yuuuuuuuuuuuuuuuu's solution](#)

204.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

205.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Yuuuuuuuuuuuuuuuu's solution](#)

206.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

207.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

208.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

209.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

210.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, divide and conquer, dp, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

211.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

212.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Yuuuuuuuuuuuuuuuu's solution](#)

213.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

214.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

215.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Yuuuuuuuuuuuuuuuu's solution](#)

216.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

217.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

218.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Yuuuuuuuuuuuuuuuu's solution](#)

219.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

220.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

221.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

222.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Yuuuuuuuuuuuuuuuu's solution](#)

223.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

224.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

225.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Yuuuuuuuuuuuuuuuu's solution](#)

226.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Yuuuuuuuuuuuuuuuu's solution](#)

227.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

228.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

229.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Yuuuuuuuuuuuuuuuu's solution](#)

230.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, graphs, greedy, shortest paths

[Yuuuuuuuuuuuuuuuu's solution](#)

231.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Yuuuuuuuuuuuuuuuu's solution](#)

232.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Yuuuuuuuuuuuuuuuu's solution](#)

233.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

234.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · last AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Yuuuuuuuuuuuuuuuu's solution](#)

235.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

236.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

237.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Yuuuuuuuuuuuuuuuu's solution](#)

238.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

239.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

240.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Yuuuuuuuuuuuuuuuuuu's solution](#)

241.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Yuuuuuuuuuuuuuuuuuu's solution](#)

242.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Yuuuuuuuuuuuuuuuuuu's solution](#)

243.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Yuuuuuuuuuuuuuuuuuu's solution](#)

244.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Yuuuuuuuuuuuuuuuuuu's solution](#)

245.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Yuuuuuuuuuuuuuuuuuu's solution](#)

246.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Yuuuuuuuuuuuuuuuuuu's solution](#)

247.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Yuuuuuuuuuuuuuuuuuu's solution](#)

248.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Yuuuuuuuuuuuuuuuuuu's solution](#)

249.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Yuuuuuuuuuuuuuuuuuu's solution](#)

250.

1867F

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

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Yuuuuuuuuuuuuuuuu's solution](#)

251.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

252.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

253.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

254.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

255.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Yuuuuuuuuuuuuuuuu's solution](#)

256.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

257.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[Yuuuuuuuuuuuuuuuu's solution](#)

258.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Yuuuuuuuuuuuuuuuu's solution](#)

259.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Yuuuuuuuuuuuuuuuu's solution](#)

260.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

261.

1948G

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

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

262.

1930G

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

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

263.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Yuuuuuuuuuuuuuuuu's solution](#)

264.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Yuuuuuuuuuuuuuuuu's solution](#)

265.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Yuuuuuuuuuuuuuuuu's solution](#)

266.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · last AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Yuuuuuuuuuuuuuuuu's solution](#)