

Unique solved — Z-301

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

Sort: Problem rating · easier first

Filters: none

Count: 852

1.

2134A

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

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Z-301's solution](#)

2.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

3.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,734 global accepts · Rating: 800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Z-301's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,573 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

5.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

6.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Z-301's solution](#)

7.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Z-301's solution](#)

8.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Z-301's solution](#)

9.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Z-301's solution](#)

10.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Z-301's solution](#)

11.

1975A

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

Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Z-301's solution](#)

12.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Z-301's solution](#)

13.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Z-301's solution](#)

14.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[Z-301's solution](#)

15.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,190 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Z-301's solution](#)

16.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Z-301's solution](#)

17.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Z-301's solution](#)

18.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Z-301's solution](#)

19.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,436 global accepts · Rating: 800 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Z-301's solution](#)

20.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Z-301's solution](#)

21.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,913 global accepts · Rating: 800 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Z-301's solution](#)

22.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Z-301's solution](#)

23.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,963 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Z-301's solution](#)

24.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Z-301's solution](#)

25.

1789A

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

Quality: 32,955 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Z-301's solution](#)

26.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[Z-301's solution](#)

27.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,587 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Z-301's solution](#)

28.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Z-301's solution](#)

29.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

30.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Z-301's solution](#)

31.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Z-301's solution](#)

32.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Z-301's solution](#)

33.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Z-301's solution](#)

34.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Z-301's solution](#)

35.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[Z-301's solution](#)

36.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Z-301's solution](#)

37.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Z-301's solution](#)

38.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Z-301's solution](#)

39.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,369 global accepts · Rating: 800 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Z-301's solution](#)

40.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Z-301's solution](#)

41.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Z-301's solution](#)

42.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Z-301's solution](#)

43.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Z-301's solution](#)

44.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Z-301's solution](#)

45.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Z-301's solution](#)

46.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Z-301's solution](#)

47.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Z-301's solution](#)

48.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Z-301's solution](#)

49.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Z-301's solution](#)

50.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Z-301's solution](#)

51.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Z-301's solution](#)

52.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Z-301's solution](#)

53.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Z-301's solution](#)

54.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Z-301's solution](#)

55.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Z-301's solution](#)

56.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Z-301's solution](#)

57.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,303 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Z-301's solution](#)

58.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Z-301's solution](#)

59.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Z-301's solution](#)

60.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Z-301's solution](#)

61.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Z-301's solution](#)

62.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Z-301's solution](#)

63.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Z-301's solution](#)

64.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Z-301's solution](#)

65.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Z-301's solution](#)

66.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Z-301's solution](#)

67.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

68.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-12 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Z-301's solution](#)

69.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,214 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Z-301's solution](#)

70.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,173 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Z-301's solution](#)

71.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Z-301's solution](#)

72.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,710 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Z-301's solution](#)

73.

1875A

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

Quality: 46,987 global accepts · Rating: 900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Z-301's solution](#)

74.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Z-301's solution](#)

75.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,080 global accepts · Rating: 900 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Z-301's solution](#)

76.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Z-301's solution](#)

77.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Z-301's solution](#)

78.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Z-301's solution](#)

79.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Z-301's solution](#)

80.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Z-301's solution](#)

81.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Z-301's solution](#)

82.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Z-301's solution](#)

83.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Z-301's solution](#)

84.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Z-301's solution](#)

85.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[Z-301's solution](#)

86.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[Z-301's solution](#)

87.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[Z-301's solution](#)

88.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Z-301's solution](#)

89.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[Z-301's solution](#)

90.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[Z-301's solution](#)

91.

1785A

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

Rating: 1000 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Z-301's solution](#)

92.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Z-301's solution](#)

93.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[Z-301's solution](#)

94.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Z-301's solution](#)

95.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Z-301's solution](#)

96.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Z-301's solution](#)

97.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Z-301's solution](#)

98.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Z-301's solution](#)

99.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Z-301's solution](#)

100.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Z-301's solution](#)

101.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Z-301's solution](#)

102.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Z-301's solution](#)

103.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Z-301's solution](#)

104.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Z-301's solution](#)

105.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Z-301's solution](#)

106.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Z-301's solution](#)

107.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Z-301's solution](#)

108.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

109.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Z-301's solution](#)

110.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Z-301's solution](#)

111.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Z-301's solution](#)

112.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Z-301's solution](#)

113.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

114.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Z-301's solution](#)

115.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Z-301's solution](#)

116.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Z-301's solution](#)

117.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[Z-301's solution](#)

118.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Z-301's solution](#)

119.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Z-301's solution](#)

120.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation

[Z-301's solution](#)

121.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Z-301's solution](#)

122.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Z-301's solution](#)

123.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Z-301's solution](#)

124.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Z-301's solution](#)

125.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics,

constructive algorithms, number theory

[Z-301's solution](#)

126.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Z-301's solution](#)

127.

1875B

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

Rating: 1200 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Z-301's solution](#)

128.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Z-301's solution](#)

129.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Z-301's solution](#)

130.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Z-301's solution](#)

131.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Z-301's solution](#)

132.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Z-301's solution](#)

133.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Z-301's solution](#)

134.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Z-301's solution](#)

135.

1635C

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

Quality: 25,125 global accepts · Rating: 1200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

136.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Z-301's solution](#)

137.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

138.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Z-301's solution](#)

139.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Z-301's solution](#)

140.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Z-301's solution](#)

141.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Z-301's solution](#)

142.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Z-301's solution](#)

143.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Z-301's solution](#)

144.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Z-301's solution](#)

145.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Z-301's solution](#)

146.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[Z-301's solution](#)

147.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Z-301's solution](#)

148.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Z-301's solution](#)

149.

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[Z-301's solution](#)

150.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[Z-301's solution](#)

151.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[Z-301's solution](#)

152.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[Z-301's solution](#)

153.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,167 global accepts · Rating: 1300 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[Z-301's solution](#)

154.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[Z-301's solution](#)

155.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[Z-301's solution](#)

156.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Z-301's solution](#)

157.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Z-301's solution](#)

158.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Z-301's solution](#)

159.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[Z-301's solution](#)

160.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Z-301's solution](#)

161.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[Z-301's solution](#)

162.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Z-301's solution](#)

163.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[Z-301's solution](#)

164.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Z-301's solution](#)

165.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[Z-301's solution](#)

166.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Z-301's solution](#)

167.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Z-301's solution](#)

168.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Z-301's solution](#)

169.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

170.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Z-301's solution](#)

171.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[Z-301's solution](#)

172.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Z-301's solution](#)

173.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Z-301's solution](#)

174.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Z-301's solution](#)

175.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Z-301's solution](#)

176.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Z-301's solution](#)

177.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Z-301's solution](#)

178.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Z-301's solution](#)

179.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[Z-301's solution](#)

180.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation
[Z-301's solution](#)

181.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Z-301's solution](#)

182.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[Z-301's solution](#)

183.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Z-301's solution](#)

184.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings
[Z-301's solution](#)

185.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[Z-301's solution](#)

186.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Z-301's solution](#)

187.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Z-301's solution](#)

188.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Z-301's solution](#)

189.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Z-301's solution](#)

190.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Z-301's solution](#)

191.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Z-301's solution](#)

192.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 1400 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Z-301's solution](#)

193.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[Z-301's solution](#)

194.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Z-301's solution](#)

195.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Z-301's solution](#)

196.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Z-301's solution](#)

197.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-12-11 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Z-301's solution](#)

198.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[Z-301's solution](#)

199.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Z-301's solution](#)

200.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Z-301's solution](#)

201.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Z-301's solution](#)

202.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Z-301's solution](#)

203.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Z-301's solution](#)

204.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Z-301's solution](#)

205.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Z-301's solution](#)

206.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Z-301's solution](#)

207.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Z-301's solution](#)

208.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

209.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Z-301's solution](#)

210.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[Z-301's solution](#)

211.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Z-301's solution](#)

212.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Z-301's solution](#)

213.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Z-301's solution](#)

214.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Z-301's solution](#)

215.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Z-301's solution](#)

216.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,512 global accepts · Rating: 1500 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Z-301's solution](#)

217.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Z-301's solution](#)

218.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Z-301's solution](#)

219.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Z-301's solution](#)

220.

1875D

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

Quality: 11,403 global accepts · Rating: 1600 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Z-301's solution](#)

221.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Z-301's solution](#)

222.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Z-301's solution](#)

223.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Z-301's solution](#)

224.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Z-301's solution](#)

225.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings

[Z-301's solution](#)

226.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Z-301's solution](#)

227.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Z-301's solution](#)

228.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Z-301's solution](#)

229.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Z-301's solution](#)

230.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Z-301's solution](#)

231.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Z-301's solution](#)

232.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Z-301's solution](#)

233.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Z-301's solution](#)

234.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Z-301's solution](#)

235.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Z-301's solution](#)

236.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Z-301's solution](#)

237.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Z-301's solution](#)

238.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Z-301's solution](#)

239.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Z-301's solution](#)

240.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Z-301's solution](#)

241.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Z-301's solution](#)

242.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Z-301's solution](#)

243.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Z-301's solution](#)

244.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Z-301's solution](#)

245.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[Z-301's solution](#)

246.

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

[Z-301's solution](#)

247.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Z-301's solution](#)

248.

2006A

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

Quality: 9,366 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

[Z-301's solution](#)

249.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Z-301's solution](#)

250.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Z-301's solution](#)

251.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Z-301's solution](#)

252.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Z-301's solution](#)

253.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Z-301's solution](#)

254.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[Z-301's solution](#)

255.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Z-301's solution](#)

256.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games,

interactive

[Z-301's solution](#)

257.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Z-301's solution](#)

258.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Z-301's solution](#)

259.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Z-301's solution](#)

260.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Z-301's solution](#)

261.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Z-301's solution](#)

262.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 1700 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Z-301's solution](#)

263.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Z-301's solution](#)

264.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Z-301's solution](#)

265.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Z-301's solution](#)

266.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Z-301's solution](#)

267.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Z-301's solution](#)

268.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Z-301's solution](#)

269.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Z-301's solution](#)

270.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

271.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Z-301's solution](#)

272.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Z-301's solution](#)

273.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Z-301's solution](#)

274.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Z-301's solution](#)

275.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Z-301's solution](#)

276.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Z-301's solution](#)

277.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, graph matchings, implementation, trees

[Z-301's solution](#)

278.

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

[Z-301's solution](#)

279.

2006B

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

Quality: 4,357 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

[Z-301's solution](#)

280.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Z-301's solution](#)

281.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Z-301's solution](#)

282.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Z-301's solution](#)

283.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Z-301's solution](#)

284.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Z-301's solution](#)

285.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-10-19 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Z-301's solution](#)

286.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[Z-301's solution](#)

287.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Z-301's solution](#)

288.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Z-301's solution](#)

289.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Z-301's solution](#)

290.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: games

[Z-301's solution](#)

291.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Z-301's solution](#)

292.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Z-301's solution](#)

293.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Z-301's solution](#)

294.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Z-301's solution](#)

295.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Z-301's solution](#)

296.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute

force, dp, strings, trees, two pointers

[Z-301's solution](#)

297.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Z-301's solution](#)

298.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Z-301's solution](#)

299.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Z-301's solution](#)

300.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2022-05-30 · last AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Z-301's solution](#)

301.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-03-08 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Z-301's solution](#)

302.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Z-301's solution](#)

303.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Z-301's solution](#)

304.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Z-301's solution](#)

305.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Z-301's solution](#)

306.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Z-301's solution](#)

307.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Z-301's solution](#)

308.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Z-301's solution](#)

309.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Z-301's solution](#)

310.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Z-301's solution](#)

311.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Z-301's solution](#)

312.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Z-301's solution](#)

313.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Z-301's solution](#)

314.

1909I

[Short Permutation Problem](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Z-301's solution](#)

315.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Z-301's solution](#)

316.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Z-301's solution](#)

317.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Z-301's solution](#)

318.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Z-301's solution](#)

319.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Z-301's solution](#)

320.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Z-301's solution](#)

321.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Z-301's solution](#)

322.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Z-301's solution](#)

323.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Z-301's solution](#)

324.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Z-301's solution](#)

325.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[Z-301's solution](#)

326.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Z-301's solution](#)

327.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[Z-301's solution](#)

328.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Z-301's solution](#)

329.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Z-301's solution](#)

330.

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Z-301's solution](#)

331.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Z-301's solution](#)

332.

1679D

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

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Z-301's solution](#)

333.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Z-301's solution](#)

334.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Z-301's solution](#)

335.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Z-301's solution](#)

336.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Z-301's solution](#)

337.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Z-301's solution](#)

338.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Z-301's solution](#)

339.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Z-301's solution](#)

340.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 1900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[Z-301's solution](#)

341.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[Z-301's solution](#)

342.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Z-301's solution](#)

343.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Z-301's solution](#)

344.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Z-301's solution](#)

345.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,873 global accepts · Rating: 1900 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Z-301's solution](#)

346.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy
[Z-301's solution](#)

347.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Z-301's solution](#)

348.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[Z-301's solution](#)

349.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Z-301's solution](#)

350.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[Z-301's solution](#)

351.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Z-301's solution](#)

352.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Z-301's solution](#)

353.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Z-301's solution](#)

354.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Z-301's solution](#)

355.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Z-301's solution](#)

356.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Z-301's solution](#)

357.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Z-301's solution](#)

358.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2023-06-27 · last AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Z-301's solution](#)

359.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2023-04-10 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Z-301's solution](#)

360.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[Z-301's solution](#)

361.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Z-301's solution](#)

362.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Z-301's solution](#)

363.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Z-301's solution](#)

364.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Z-301's solution](#)

365.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Z-301's solution](#)

366.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

constructive algorithms, greedy

[Z-301's solution](#)

367.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[Z-301's solution](#)

368.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Z-301's solution](#)

369.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Z-301's solution](#)

370.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Z-301's solution](#)

371.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Z-301's solution](#)

372.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[Z-301's solution](#)

373.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Z-301's solution](#)

374.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Z-301's solution](#)

375.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Z-301's solution](#)

376.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Z-301's solution](#)

377.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Z-301's solution](#)

378.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Z-301's solution](#)

379.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Z-301's solution](#)

380.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Z-301's solution](#)

381.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Z-301's solution](#)

382.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Z-301's solution](#)

383.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[Z-301's solution](#)

384.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Z-301's solution](#)

385.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Z-301's solution](#)

386.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Z-301's solution](#)

387.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Z-301's solution](#)

388.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Z-301's solution](#)

389.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Z-301's solution](#)

390.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Z-301's solution](#)

391.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Z-301's solution](#)

392.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Z-301's solution](#)

393.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,854 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Z-301's solution](#)

394.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Z-301's solution](#)

395.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[Z-301's solution](#)

396.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[Z-301's solution](#)

397.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Z-301's solution](#)

398.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Z-301's solution](#)

399.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Z-301's solution](#)

400.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Z-301's solution](#)

401.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Z-301's solution](#)

402.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Z-301's solution](#)

403.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Z-301's solution](#)

404.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Z-301's solution](#)

405.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Z-301's solution](#)

406.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive
[Z-301's solution](#)

407.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, trees
[Z-301's solution](#)

408.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[Z-301's solution](#)

409.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[Z-301's solution](#)

410.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Z-301's solution](#)

411.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation
[Z-301's solution](#)

412.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[Z-301's solution](#)

413.

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[Z-301's solution](#)

414.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Z-301's solution](#)

415.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Z-301's solution](#)

416.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[Z-301's solution](#)

417.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Z-301's solution](#)

418.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Z-301's solution](#)

419.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Z-301's solution](#)

420.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Z-301's solution](#)

421.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[Z-301's solution](#)

422.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Z-301's solution](#)

423.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Z-301's solution](#)

424.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Z-301's solution](#)

425.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Z-301's solution](#)

426.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Z-301's solution](#)

427.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Z-301's solution](#)

428.

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

[Z-301's solution](#)

429.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Z-301's solution](#)

430.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Z-301's solution](#)

431.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Z-301's solution](#)

432.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Z-301's solution](#)

433.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Z-301's solution](#)

434.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Z-301's solution](#)

435.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Z-301's solution](#)

436.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy,

implementation

[Z-301's solution](#)

437.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Z-301's solution](#)

438.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[Z-301's solution](#)

439.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[Z-301's solution](#)

440.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Z-301's solution](#)

441.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[Z-301's solution](#)

442.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Z-301's solution](#)

443.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Z-301's solution](#)

444.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Z-301's solution](#)

445.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Z-301's solution](#)

446.

1786E

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

Rating: 2200 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Z-301's solution](#)

447.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Z-301's solution](#)

448.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Z-301's solution](#)

449.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Z-301's solution](#)

450.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Z-301's solution](#)

451.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Z-301's solution](#)

452.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Z-301's solution](#)

453.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[Z-301's solution](#)

454.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Z-301's solution](#)

455.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Z-301's solution](#)

456.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Z-301's solution](#)

457.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Z-301's solution](#)

458.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Z-301's solution](#)

459.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Z-301's solution](#)

460.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Z-301's solution](#)

461.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Z-301's solution](#)

462.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Z-301's solution](#)

463.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Z-301's solution](#)

464.

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

[Z-301's solution](#)

465.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

466.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Z-301's solution](#)

467.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Z-301's solution](#)

468.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Z-301's solution](#)

469.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Z-301's solution](#)

470.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, ternary search

[Z-301's solution](#)

471.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Z-301's solution](#)

472.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Z-301's solution](#)

473.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Z-301's solution](#)

474.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Z-301's solution](#)

475.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Z-301's solution](#)

476.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Z-301's solution](#)

477.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy

[Z-301's solution](#)

478.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[Z-301's solution](#)

479.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Z-301's solution](#)

480.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Z-301's solution](#)

481.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Z-301's solution](#)

482.

1323E

[Instant Noodles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory

[Z-301's solution](#)

483.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Z-301's solution](#)

484.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Z-301's solution](#)

485.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Z-301's solution](#)

486.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Z-301's solution](#)

487.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Z-301's solution](#)

488.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Z-301's solution](#)

489.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Z-301's solution](#)

490.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: games

[Z-301's solution](#)

491.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Z-301's solution](#)

492.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Z-301's solution](#)

493.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Z-301's solution](#)

494.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Z-301's solution](#)

495.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Z-301's solution](#)

496.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Z-301's solution](#)

497.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Z-301's solution](#)

498.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Z-301's solution](#)

499.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[Z-301's solution](#)

500.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Z-301's solution](#)

501.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Z-301's solution](#)

502.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Z-301's solution](#)

503.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Z-301's solution](#)

504.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Z-301's solution](#)

505.

1944F1

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

Rating: 2400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Z-301's solution](#)

506.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Z-301's solution](#)

507.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Z-301's solution](#)

508.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Z-301's solution](#)

509.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Z-301's solution](#)

510.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Z-301's solution](#)

511.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Z-301's solution](#)

512.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Z-301's solution](#)

513.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Z-301's solution](#)

514.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[Z-301's solution](#)

515.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Z-301's solution](#)

516.

866D

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

Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Z-301's solution](#)

517.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Z-301's solution](#)

518.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Z-301's solution](#)

519.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Z-301's solution](#)

520.

1205C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, interactive

[Z-301's solution](#)

521.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Z-301's solution](#)

522.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Z-301's solution](#)

523.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Z-301's solution](#)

524.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Z-301's solution](#)

525.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Z-301's solution](#)

526.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Z-301's solution](#)

527.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Z-301's solution](#)

528.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Z-301's solution](#)

529.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Z-301's solution](#)

530.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[Z-301's solution](#)

531.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Z-301's solution](#)

532.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Z-301's solution](#)

533.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Z-301's solution](#)

534.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Z-301's solution](#)

535.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Z-301's solution](#)

536.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Z-301's solution](#)

537.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Z-301's solution](#)

538.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Z-301's solution](#)

539.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Z-301's solution](#)

540.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

541.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Z-301's solution](#)

542.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Z-301's solution](#)

543.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Z-301's solution](#)

544.

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Z-301's solution](#)

545.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[Z-301's solution](#)

546.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation

[Z-301's solution](#)

547.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities
[Z-301's solution](#)

548.

1986G2

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

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory
[Z-301's solution](#)

549.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[Z-301's solution](#)

550.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[Z-301's solution](#)

551.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[Z-301's solution](#)

552.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Z-301's solution](#)

553.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Z-301's solution](#)

554.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 9-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[Z-301's solution](#)

555.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[Z-301's solution](#)

556.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Z-301's solution](#)

557.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Z-301's solution](#)

558.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[Z-301's solution](#)

559.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[Z-301's solution](#)

560.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[Z-301's solution](#)

561.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation
[Z-301's solution](#)

562.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer
[Z-301's solution](#)

563.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[Z-301's solution](#)

564.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[Z-301's solution](#)

565.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[Z-301's solution](#)

566.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Z-301's solution](#)

567.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2023-04-18 · last AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Z-301's solution](#)

568.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Z-301's solution](#)

569.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Z-301's solution](#)

570.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Z-301's solution](#)

571.

1788F

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

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Z-301's solution](#)

572.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Z-301's solution](#)

573.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Z-301's solution](#)

574.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Z-301's solution](#)

575.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-09-27 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Z-301's solution](#)

576.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Z-301's solution](#)

577.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Z-301's solution](#)

578.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: fft

[Z-301's solution](#)

579.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Z-301's solution](#)

580.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Z-301's solution](#)

581.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[Z-301's solution](#)

582.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[Z-301's solution](#)

583.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-09-04 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[Z-301's solution](#)

584.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Z-301's solution](#)

585.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities

[Z-301's solution](#)

586.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Z-301's solution](#)

587.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Z-301's solution](#)

588.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[Z-301's solution](#)

589.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math

[Z-301's solution](#)

590.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Z-301's solution](#)

591.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Z-301's solution](#)

592.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Z-301's solution](#)

593.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-19 · last AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Z-301's solution](#)

594.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Z-301's solution](#)

595.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

596.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Z-301's solution](#)

597.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Z-301's solution](#)

598.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Z-301's solution](#)

599.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-09-13 · last AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Z-301's solution](#)

600.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Z-301's solution](#)

601.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Z-301's solution](#)

602.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Z-301's solution](#)

603.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[Z-301's solution](#)

604.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Z-301's solution](#)

605.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Z-301's solution](#)

606.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Z-301's solution](#)

607.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Z-301's solution](#)

608.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees
[Z-301's solution](#)

609.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[Z-301's solution](#)

610.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Z-301's solution](#)

611.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, shortest paths
[Z-301's solution](#)

612.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[Z-301's solution](#)

613.

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[Z-301's solution](#)

614.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[Z-301's solution](#)

615.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings
[Z-301's solution](#)

616.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Z-301's solution](#)

617.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string

suffix structures, strings

[Z-301's solution](#)

618.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Z-301's solution](#)

619.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Z-301's solution](#)

620.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Z-301's solution](#)

621.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[Z-301's solution](#)

622.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Z-301's solution](#)

623.

1995E1

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

Quality: 508 global accepts · Rating: 2700 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Z-301's solution](#)

624.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Z-301's solution](#)

625.

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Z-301's solution](#)

626.

2003E2

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

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Z-301's solution](#)

627.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

constructive algorithms, divide and conquer, interactive, probabilities

[Z-301's solution](#)

628.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Z-301's solution](#)

629.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Z-301's solution](#)

630.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Z-301's solution](#)

631.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-02-21 · last AC: 2024-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Z-301's solution](#)

632.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Z-301's solution](#)

633.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Z-301's solution](#)

634.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Z-301's solution](#)

635.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-01-17 · last AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[Z-301's solution](#)

636.

1867F

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

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Z-301's solution](#)

637.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Z-301's solution](#)

638.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Z-301's solution](#)

639.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Z-301's solution](#)

640.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Z-301's solution](#)

641.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[Z-301's solution](#)

642.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Z-301's solution](#)

643.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Z-301's solution](#)

644.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[Z-301's solution](#)

645.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Z-301's solution](#)

646.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Z-301's solution](#)

647.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Z-301's solution](#)

648.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Z-301's solution](#)

649.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Z-301's solution](#)

650.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Z-301's solution](#)

651.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Z-301's solution](#)

652.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Z-301's solution](#)

653.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Z-301's solution](#)

654.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Z-301's solution](#)

655.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Z-301's solution](#)

656.

1944F2

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

Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Z-301's solution](#)

657.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Z-301's solution](#)

658.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Z-301's solution](#)

659.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Z-301's solution](#)

660.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Z-301's solution](#)

661.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Z-301's solution](#)

662.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Z-301's solution](#)

663.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Z-301's solution](#)

664.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Z-301's solution](#)

665.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Z-301's solution](#)

666.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[Z-301's solution](#)

667.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Z-301's solution](#)

668.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Z-301's solution](#)

669.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Z-301's solution](#)

670.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Z-301's solution](#)

671.

1842G

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Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Z-301's solution](#)

672.

1592F2

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Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Z-301's solution](#)

673.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Z-301's solution](#)

674.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Z-301's solution](#)

675.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Z-301's solution](#)

676.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Z-301's solution](#)

677.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Z-301's solution](#)

678.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Z-301's solution](#)

679.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Z-301's solution](#)

680.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Z-301's solution](#)

681.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Z-301's solution](#)

682.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Z-301's solution](#)

683.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Z-301's solution](#)

684.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Z-301's solution](#)

685.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, probabilities

[Z-301's solution](#)

686.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2023-04-11 · last AC: 2023-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Z-301's solution](#)

687.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[Z-301's solution](#)

688.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, string suffix structures
[Z-301's solution](#)

689.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees
[Z-301's solution](#)

690.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[Z-301's solution](#)

691.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry
[Z-301's solution](#)

692.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[Z-301's solution](#)

693.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing
[Z-301's solution](#)

694.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings
[Z-301's solution](#)

695.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Z-301's solution](#)

696.

2115D

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

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math
[Z-301's solution](#)

697.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory
[Z-301's solution](#)

698.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[Z-301's solution](#)

699.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Z-301's solution](#)

700.

1995E2

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[Z-301's solution](#)

701.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle

[Z-301's solution](#)

702.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Z-301's solution](#)

703.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Z-301's solution](#)

704.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Z-301's solution](#)

705.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Z-301's solution](#)

706.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[Z-301's solution](#)

707.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Z-301's solution](#)

708.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-12-06 · last AC: 2024-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Z-301's solution](#)

709.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[Z-301's solution](#)

710.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[Z-301's solution](#)

711.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[Z-301's solution](#)

712.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[Z-301's solution](#)

713.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-02-14 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[Z-301's solution](#)

714.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities
[Z-301's solution](#)

715.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[Z-301's solution](#)

716.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory
[Z-301's solution](#)

717.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Z-301's solution](#)

718.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities
[Z-301's solution](#)

719.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-03-30 · last AC: 2025-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

graphs, probabilities, trees

[Z-301's solution](#)

720.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Z-301's solution](#)

721.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Z-301's solution](#)

722.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Z-301's solution](#)

723.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Z-301's solution](#)

724.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Z-301's solution](#)

725.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Z-301's solution](#)

726.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Z-301's solution](#)

727.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Z-301's solution](#)

728.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Z-301's solution](#)

729.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Z-301's solution](#)

730.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[Z-301's solution](#)

731.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[Z-301's solution](#)

732.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Z-301's solution](#)

733.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Z-301's solution](#)

734.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Z-301's solution](#)

735.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Z-301's solution](#)

736.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Z-301's solution](#)

737.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Z-301's solution](#)

738.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Z-301's solution](#)

739.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[Z-301's solution](#)

740.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu,

hashing, trees

[Z-301's solution](#)

741.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[Z-301's solution](#)

742.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[Z-301's solution](#)

743.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[Z-301's solution](#)

744.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Z-301's solution](#)

745.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Z-301's solution](#)

746.

2006E

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

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Z-301's solution](#)

747.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Z-301's solution](#)

748.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[Z-301's solution](#)

749.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar

[Z-301's solution](#)

750.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math,

number theory

[Z-301's solution](#)

751.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Z-301's solution](#)

752.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Z-301's solution](#)

753.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-03 · last AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Z-301's solution](#)

754.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[Z-301's solution](#)

755.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Z-301's solution](#)

756.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-10-09 · last AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Z-301's solution](#)

757.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-13 · last AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Z-301's solution](#)

758.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Z-301's solution](#)

759.

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Z-301's solution](#)

760.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Z-301's solution](#)

761.

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[Z-301's solution](#)

762.

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: math
[Z-301's solution](#)

763.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, trees
[Z-301's solution](#)

764.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees
[Z-301's solution](#)

765.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[Z-301's solution](#)

766.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory
[Z-301's solution](#)

767.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Z-301's solution](#)

768.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees
[Z-301's solution](#)

769.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[Z-301's solution](#)

770.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[Z-301's solution](#)

771.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Z-301's solution](#)

772.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2023-08-18 · PyPy 3-64 (first AC) · Tags: interactive, math, number theory

[Z-301's solution](#)

773.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Z-301's solution](#)

774.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Z-301's solution](#)

775.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Z-301's solution](#)

776.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[Z-301's solution](#)

777.

2018E1

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

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Z-301's solution](#)

778.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry

[Z-301's solution](#)

779.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, probabilities

[Z-301's solution](#)

780.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Z-301's solution](#)

781.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Z-301's solution](#)

782.

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[Z-301's solution](#)

783.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[Z-301's solution](#)

784.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Z-301's solution](#)

785.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-07-24 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing
[Z-301's solution](#)

786.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[Z-301's solution](#)

787.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory
[Z-301's solution](#)

788.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[Z-301's solution](#)

789.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Z-301's solution](#)

790.

1280F

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

Quality: 107 global accepts · Rating: 3400 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[Z-301's solution](#)

791.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-02-20 · last AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Z-301's solution](#)

792.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute

force, hashing, meet-in-the-middle

[Z-301's solution](#)

793.

2018E2

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

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Z-301's solution](#)

794.

1097E

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

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Z-301's solution](#)

795.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Z-301's solution](#)

796.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[Z-301's solution](#)

797.

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Z-301's solution](#)

798.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math

[Z-301's solution](#)

799.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Z-301's solution](#)

800.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Z-301's solution](#)

801.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Z-301's solution](#)

802.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math

[Z-301's solution](#)

803.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Z-301's solution](#)

804.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Z-301's solution](#)

805.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[Z-301's solution](#)

806.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Z-301's solution](#)

807.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Z-301's solution](#)

808.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Z-301's solution](#)

809.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Z-301's solution](#)

810.

1545F

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

Quality: 130 global accepts · Rating: 3500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Z-301's solution](#)

811.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Z-301's solution](#)

812.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[Z-301's solution](#)

813.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and

conquer, games, trees

[Z-301's solution](#)

814.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Z-301's solution](#)

815.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-28 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Z-301's solution](#)

816.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

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

[Z-301's solution](#)

817.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2024-12-12 · Text (first AC) · Tags: *special, constructive algorithms

[Z-301's solution](#)

818.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Z-301's solution](#)

819.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[Z-301's solution](#)

820.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Z-301's solution](#)

821.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Z-301's solution](#)

822.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Z-301's solution](#)

823.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Z-301's solution](#)

824.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Z-301's solution](#)

825.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Z-301's solution](#)

826.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Z-301's solution](#)

827.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Z-301's solution](#)

828.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Z-301's solution](#)

829.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Z-301's solution](#)

830.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Z-301's solution](#)

831.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Z-301's solution](#)

832.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Z-301's solution](#)

833.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Z-301's solution](#)

834.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Z-301's solution](#)

835.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Z-301's solution](#)

836.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Z-301's solution](#)

837.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Z-301's solution](#)

838.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Z-301's solution](#)

839.

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Z-301's solution](#)

840.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Z-301's solution](#)

841.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Z-301's solution](#)

842.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-03 · last AC: 2023-04-03 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Z-301's solution](#)

843.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: *special, number theory

[Z-301's solution](#)

844.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Z-301's solution](#)

845.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-03 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Z-301's solution](#)

846.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings
[Z-301's solution](#)

847.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[Z-301's solution](#)

848.

102606C

[Coronavirus Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Z-301's solution](#)

849.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[Z-301's solution](#)

850.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Z-301's solution](#)

851.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Z-301's solution](#)

852.

103575A

[Designing a New Logo](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[Z-301's solution](#)