

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

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# Unique solved — ZCETHAN

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

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

Filters: none

Count: 344

1.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ZCETHAN's solution](#)

2.

2116A

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

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ZCETHAN's solution](#)

3.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ZCETHAN's solution](#)

4.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[ZCETHAN's solution](#)

5.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ZCETHAN's solution](#)

6.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ZCETHAN's solution](#)

7.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ZCETHAN's solution](#)

8.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ZCETHAN's solution](#)

9.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ZCETHAN's solution](#)

**10.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ZCETHAN's solution](#)

**11.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZCETHAN's solution](#)

**12.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ZCETHAN's solution](#)

**13.**

1644B

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

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[ZCETHAN's solution](#)

**14.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**15.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

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**16.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZCETHAN's solution](#)

**17.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZCETHAN's solution](#)

**18.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZCETHAN's solution](#)

**19.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZCETHAN's solution](#)

**20.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[ZCETHAN's solution](#)

**21.**

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math  
[ZCETHAN's solution](#)

**22.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[ZCETHAN's solution](#)

**23.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ZCETHAN's solution](#)

**24.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ZCETHAN's solution](#)

**25.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-06 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[ZCETHAN's solution](#)

**26.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[ZCETHAN's solution](#)

**27.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[ZCETHAN's solution](#)

**28.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ZCETHAN's solution](#)

**29.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ZCETHAN's solution](#)

**30.**

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[ZCETHAN's solution](#)

**31.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy  
[ZCETHAN's solution](#)

**32.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[ZCETHAN's solution](#)

**33.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[ZCETHAN's solution](#)

**34.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[ZCETHAN's solution](#)

**35.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[ZCETHAN's solution](#)

**36.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ZCETHAN's solution](#)

**37.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-06 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[ZCETHAN's solution](#)

**38.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[ZCETHAN's solution](#)

**39.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[ZCETHAN's solution](#)

**40.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[ZCETHAN's solution](#)

41.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ZCETHAN's solution](#)

42.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ZCETHAN's solution](#)

43.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZCETHAN's solution](#)

44.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ZCETHAN's solution](#)

45.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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46.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ZCETHAN's solution](#)

47.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ZCETHAN's solution](#)

48.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZCETHAN's solution](#)

49.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZCETHAN's solution](#)

50.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ZCETHAN's solution](#)

**51.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ZCETHAN's solution](#)

**52.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-11-09 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ZCETHAN's solution](#)

**53.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[ZCETHAN's solution](#)

**54.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[ZCETHAN's solution](#)

**55.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ZCETHAN's solution](#)

**56.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[ZCETHAN's solution](#)

**57.**

2116B

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

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ZCETHAN's solution](#)

**58.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

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**59.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

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**60.**

2023A

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Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ZCETHAN's solution](#)

**61.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[ZCETHAN's solution](#)

**62.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZCETHAN's solution](#)

**63.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ZCETHAN's solution](#)

**64.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[ZCETHAN's solution](#)

**65.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZCETHAN's solution](#)

**66.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ZCETHAN's solution](#)

**67.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ZCETHAN's solution](#)

**68.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ZCETHAN's solution](#)

**69.**

2066A

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

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

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**70.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ZCETHAN's solution](#)

**71.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**72.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

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**73.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ZCETHAN's solution](#)

**74.**

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

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**75.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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**76.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

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**77.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ZCETHAN's solution](#)

**78.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ZCETHAN's solution](#)

**79.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ZCETHAN's solution](#)

**80.**

2116C

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

Rating: 1500 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[ZCETHAN's solution](#)

**81.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[ZCETHAN's solution](#)

**82.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ZCETHAN's solution](#)

**83.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,224 global accepts · Rating: 1500 · first AC: 2022-01-21 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

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**84.**

1646C

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

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

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**85.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[ZCETHAN's solution](#)

**86.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ZCETHAN's solution](#)

**87.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ZCETHAN's solution](#)

**88.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[ZCETHAN's solution](#)

**89.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ZCETHAN's solution](#)

**90.**

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ZCETHAN's solution](#)

**91.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

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**92.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ZCETHAN's solution](#)

**93.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ZCETHAN's solution](#)

**94.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ZCETHAN's solution](#)

**95.**

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ZCETHAN's solution](#)

**96.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

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**97.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

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**98.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

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**99.**

1142A

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Quality: 3,581 global accepts · Rating: 1700 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**100.**

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

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**101.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

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**102.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**103.**

2101B

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**104.**

2039C2

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**105.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

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**106.**

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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**107.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[ZCETHAN's solution](#)

**108.**

161D

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**109.**

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

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**110.**

300C

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Quality: 11,758 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

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**111.**

1572A

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Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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**112.**

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[ZCETHAN's solution](#)

**113.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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**114.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ZCETHAN's solution](#)

**115.**

2064D

[Eating](#) · [Tutorial](#)

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**116.**

2066B

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

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**117.**

455B

[A Lot of Games](#) · [Tutorial](#)

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**118.**

459E

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**119.**

1613D

[MEX Sequences](#) · [Tutorial](#)

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**120.**

16E

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**121.**

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[ZCETHAN's solution](#)

**122.**

1704D

[Magical Array](#) · [Tutorial](#)

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[ZCETHAN's solution](#)

**123.**

1707B

[Difference Array](#) · [Tutorial](#)

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**124.**

149D

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**125.**

682D

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[ZCETHAN's solution](#)

**126.**

1644E

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**127.**

1375D

[Replace by MEX](#) · [Tutorial](#)

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**128.**

1467C

[Three Bags](#) · [Tutorial](#)

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**129.**

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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**130.**

2096D

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**131.**

213C

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Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**132.**

235B

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[ZCETHAN's solution](#)

**133.**

119C

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**134.**

963B

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**135.**

353D

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**136.**

1214E

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**137.**

1726D

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**138.**

1209E1

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**139.**

383C

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**140.**

730I

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**141.**

1641B

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Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

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**142.**

1646D

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**143.**

1632D

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**144.**

1142B

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**145.**

1354C2

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**146.**

432D

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Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

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**147.**

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**148.**

540C

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**149.**

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**150.**

1359D

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Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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**151.**

1311D

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**152.**

2B

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**153.**

1370D

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**154.**

1366D

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1438C

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**156.**

380C

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**157.**

264C

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**158.**

1349B

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**159.**

1350D

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**160.**

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**161.**

2116D

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**162.**

980D

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**163.**

1450C1

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**164.**

1028D

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**165.**

703D

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**166.**

414C

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**167.**

1667B

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**168.**

1605D

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Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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**169.**

1056E

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**170.**

1606E

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Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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**171.**

1598E

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Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

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**172.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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**173.**

734E

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**174.**

2108D

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**175.**

2089C1

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**176.**

1283F

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**177.**

1037E

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**178.**

645E

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Quality: 1,407 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

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**179.**

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

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**180.**

958E2

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Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[ZCETHAN's solution](#)

**181.**

427D

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Quality: 2,424 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[ZCETHAN's solution](#)

**182.**

1656E

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Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

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**183.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[ZCETHAN's solution](#)

**184.**

1641C

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Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

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**185.**

855E

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**186.**

1327D

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[ZCETHAN's solution](#)

**187.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**188.**

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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**189.**

1406D

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Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[ZCETHAN's solution](#)

**190.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ZCETHAN's solution](#)

**191.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[ZCETHAN's solution](#)

**192.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[ZCETHAN's solution](#)

**193.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ZCETHAN's solution](#)

**194.**

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ZCETHAN's solution](#)

**195.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[ZCETHAN's solution](#)

**196.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZCETHAN's solution](#)

**197.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[ZCETHAN's solution](#)

**198.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[ZCETHAN's solution](#)

**199.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[ZCETHAN's solution](#)

**200.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ZCETHAN's solution](#)

**201.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ZCETHAN's solution](#)

**202.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[ZCETHAN's solution](#)

**203.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ZCETHAN's solution](#)

**204.**

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZCETHAN's solution](#)

**205.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZCETHAN's solution](#)

**206.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ZCETHAN's solution](#)

**207.**

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[ZCETHAN's solution](#)

**208.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ZCETHAN's solution](#)

**209.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ZCETHAN's solution](#)

**210.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[ZCETHAN's solution](#)

**211.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[ZCETHAN's solution](#)

**212.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[ZCETHAN's solution](#)

**213.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ZCETHAN's solution](#)

**214.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ZCETHAN's solution](#)

**215.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[ZCETHAN's solution](#)

**216.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ZCETHAN's solution](#)

**217.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-12-11 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[ZCETHAN's solution](#)

**218.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[ZCETHAN's solution](#)

**219.**

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZCETHAN's solution](#)

**220.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ZCETHAN's solution](#)

**221.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[ZCETHAN's solution](#)

**222.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[ZCETHAN's solution](#)

**223.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[ZCETHAN's solution](#)

**224.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ZCETHAN's solution](#)

**225.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ZCETHAN's solution](#)

**226.**

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ZCETHAN's solution](#)

**227.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ZCETHAN's solution](#)

**228.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ZCETHAN's solution](#)

**229.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZCETHAN's solution](#)

**230.**

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ZCETHAN's solution](#)

**231.**

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[ZCETHAN's solution](#)

**232.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[ZCETHAN's solution](#)

**233.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive  
[ZCETHAN's solution](#)

**234.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy  
[ZCETHAN's solution](#)

**235.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings  
[ZCETHAN's solution](#)

**236.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees  
[ZCETHAN's solution](#)

**237.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ZCETHAN's solution](#)

**238.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math  
[ZCETHAN's solution](#)

**239.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[ZCETHAN's solution](#)

**240.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings  
[ZCETHAN's solution](#)

**241.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[ZCETHAN's solution](#)

**242.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ZCETHAN's solution](#)

**243.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ZCETHAN's solution](#)

**244.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ZCETHAN's solution](#)

**245.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ZCETHAN's solution](#)

**246.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ZCETHAN's solution](#)

**247.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[ZCETHAN's solution](#)

**248.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[ZCETHAN's solution](#)

**249.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ZCETHAN's solution](#)

**250.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ZCETHAN's solution](#)

**251.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ZCETHAN's solution](#)

**252.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, two pointers

[ZCETHAN's solution](#)

**253.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ZCETHAN's solution](#)

**254.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[ZCETHAN's solution](#)

**255.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[ZCETHAN's solution](#)

**256.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ZCETHAN's solution](#)

**257.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[ZCETHAN's solution](#)

**258.**

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ZCETHAN's solution](#)

**259.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[ZCETHAN's solution](#)

**260.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ZCETHAN's solution](#)

**261.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ZCETHAN's solution](#)

**262.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ZCETHAN's solution](#)

**263.**

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[ZCETHAN's solution](#)

**264.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ZCETHAN's solution](#)

**265.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ZCETHAN's solution](#)

**266.**

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[ZCETHAN's solution](#)

**267.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ZCETHAN's solution](#)

**268.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[ZCETHAN's solution](#)

**269.**

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZCETHAN's solution](#)

**270.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ZCETHAN's solution](#)

**271.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[ZCETHAN's solution](#)

**272.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[ZCETHAN's solution](#)

**273.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings  
[ZCETHAN's solution](#)

**274.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[ZCETHAN's solution](#)

**275.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[ZCETHAN's solution](#)

**276.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings  
[ZCETHAN's solution](#)

**277.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games  
[ZCETHAN's solution](#)

**278.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ZCETHAN's solution](#)

**279.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[ZCETHAN's solution](#)

**280.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[ZCETHAN's solution](#)

**281.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[ZCETHAN's solution](#)

**282.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees  
[ZCETHAN's solution](#)

**283.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[ZCETHAN's solution](#)

**284.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ZCETHAN's solution](#)

**285.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[ZCETHAN's solution](#)

**286.**

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[ZCETHAN's solution](#)

**287.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ZCETHAN's solution](#)

**288.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ZCETHAN's solution](#)

**289.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[ZCETHAN's solution](#)

**290.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[ZCETHAN's solution](#)

**291.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ZCETHAN's solution](#)

**292.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ZCETHAN's solution](#)

**293.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[ZCETHAN's solution](#)

**294.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[ZCETHAN's solution](#)

**295.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[ZCETHAN's solution](#)

**296.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[ZCETHAN's solution](#)

**297.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-11-12 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ZCETHAN's solution](#)

**298.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ZCETHAN's solution](#)

**299.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[ZCETHAN's solution](#)

**300.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZCETHAN's solution](#)

**301.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZCETHAN's solution](#)

**302.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[ZCETHAN's solution](#)

**303.**

2116F

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

Rating: 2900 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ZCETHAN's solution](#)

**304.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ZCETHAN's solution](#)

**305.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[ZCETHAN's solution](#)

**306.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ZCETHAN's solution](#)

**307.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[ZCETHAN's solution](#)

**308.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ZCETHAN's solution](#)

**309.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ZCETHAN's solution](#)

**310.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ZCETHAN's solution](#)

**311.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ZCETHAN's solution](#)

**312.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[ZCETHAN's solution](#)

**313.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

dsu, math, trees

[ZCETHAN's solution](#)

**314.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ZCETHAN's solution](#)

**315.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ZCETHAN's solution](#)

**316.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZCETHAN's solution](#)

**317.**

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, games, graphs, trees

[ZCETHAN's solution](#)

**318.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[ZCETHAN's solution](#)

**319.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[ZCETHAN's solution](#)

**320.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[ZCETHAN's solution](#)

**321.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[ZCETHAN's solution](#)

**322.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ZCETHAN's solution](#)

**323.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[ZCETHAN's solution](#)

**324.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ZCETHAN's solution](#)

**325.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[ZCETHAN's solution](#)

**326.**

106380B

[Be knocked off](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ZCETHAN's solution](#)

**327.**

106380E

[Entering the unknown](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ZCETHAN's solution](#)

**328.**

106380J

[Just reseat!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ZCETHAN's solution](#)

**329.**

106380M

[Many CF Rounds vs Capoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZCETHAN's solution](#)

**330.**

106380L

[Leak](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZCETHAN's solution](#)

**331.**

106380I

[I take from the richer](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZCETHAN's solution](#)

**332.**

106380D

[Do you play Ballance?](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZCETHAN's solution](#)

**333.**

106380C

[Colorful logo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZCETHAN's solution](#)

**334.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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**335.**

105336I

[bTutgNl](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ZCETHAN's solution](#)

**336.**

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Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ZCETHAN's solution](#)

**337.**

105336G

[uTÁnglQm](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**338.**

105336E

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Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**339.**

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[•xIVb%lãx Vh](#)

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**340.**

105336J

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**341.**

105336B

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**342.**

105336K

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**343.**

105336L

[•Tutorial •](#)

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**344.**

102501J

[Counting Trees](#) · Tutorial

Rating: — · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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