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Unique solved — ZHR100102

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

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

Filters: none

Count: 357

1.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[ZHR100102's solution](#)

2.

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ZHR100102's solution](#)

3.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,955 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[ZHR100102's solution](#)

4.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ZHR100102's solution](#)

5.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ZHR100102's solution](#)

6.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[ZHR100102's solution](#)

7.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[ZHR100102's solution](#)

8.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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9.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ZHR100102's solution](#)

10.

2134A

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

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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11.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ZHR100102's solution](#)

12.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[ZHR100102's solution](#)

13.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ZHR100102's solution](#)

14.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ZHR100102's solution](#)

15.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ZHR100102's solution](#)

16.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ZHR100102's solution](#)

17.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ZHR100102's solution](#)

18.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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19.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ZHR100102's solution](#)

20.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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21.

2116A

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

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ZHR100102's solution](#)

22.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ZHR100102's solution](#)

23.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ZHR100102's solution](#)

24.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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25.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[ZHR100102's solution](#)

26.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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27.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ZHR100102's solution](#)

28.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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29.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[ZHR100102's solution](#)

30.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ZHR100102's solution](#)

31.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

math

[ZHR100102's solution](#)

32.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[ZHR100102's solution](#)

33.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ZHR100102's solution](#)

34.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ZHR100102's solution](#)

35.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ZHR100102's solution](#)

36.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ZHR100102's solution](#)

37.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[ZHR100102's solution](#)

38.

1944A

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

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[ZHR100102's solution](#)

39.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZHR100102's solution](#)

40.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ZHR100102's solution](#)

41.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ZHR100102's solution](#)

42.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ZHR100102's solution](#)

43.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ZHR100102's solution](#)

44.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ZHR100102's solution](#)

45.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ZHR100102's solution](#)

46.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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47.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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48.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ZHR100102's solution](#)

49.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ZHR100102's solution](#)

50.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ZHR100102's solution](#)

51.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[ZHR100102's solution](#)

52.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ZHR100102's solution](#)

53.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ZHR100102's solution](#)

54.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ZHR100102's solution](#)

55.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ZHR100102's solution](#)

56.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ZHR100102's solution](#)

57.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ZHR100102's solution](#)

58.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ZHR100102's solution](#)

59.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ZHR100102's solution](#)

60.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

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[ZHR100102's solution](#)

61.

2084B

[MIN = GCD](#) · [Tutorial](#)

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62.

2086B

[Large Array and Segments](#) · [Tutorial](#)

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63.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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64.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[ZHR100102's solution](#)

65.

1288B

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

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ZHR100102's solution](#)

66.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[ZHR100102's solution](#)

67.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ZHR100102's solution](#)

68.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ZHR100102's solution](#)

69.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[ZHR100102's solution](#)

70.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[ZHR100102's solution](#)

71.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[ZHR100102's solution](#)

72.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[ZHR100102's solution](#)

73.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ZHR100102's solution](#)

74.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ZHR100102's solution](#)

75.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

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76.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ZHR100102's solution](#)

77.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[ZHR100102's solution](#)

78.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[ZHR100102's solution](#)

79.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[ZHR100102's solution](#)

80.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ZHR100102's solution](#)

81.

1954C

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

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

[ZHR100102's solution](#)

82.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ZHR100102's solution](#)

83.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ZHR100102's solution](#)

84.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ZHR100102's solution](#)

85.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ZHR100102's solution](#)

86.

2116B

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

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ZHR100102's solution](#)

87.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[ZHR100102's solution](#)

88.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ZHR100102's solution](#)

89.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[ZHR100102's solution](#)

90.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, math

[ZHR100102's solution](#)

91.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[ZHR100102's solution](#)

92.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[ZHR100102's solution](#)

93.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ZHR100102's solution](#)

94.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[ZHR100102's solution](#)

95.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · last AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ZHR100102's solution](#)

96.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ZHR100102's solution](#)

97.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[ZHR100102's solution](#)

98.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ZHR100102's solution](#)

99.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[ZHR100102's solution](#)

100.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[ZHR100102's solution](#)

101.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ZHR100102's solution](#)

102.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · last AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[ZHR100102's solution](#)

103.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[ZHR100102's solution](#)

104.

2116C

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

Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[ZHR100102's solution](#)

105.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[ZHR100102's solution](#)

106.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[ZHR100102's solution](#)

107.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ZHR100102's solution](#)

108.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[ZHR100102's solution](#)

109.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ZHR100102's solution](#)

110.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[ZHR100102's solution](#)

111.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[ZHR100102's solution](#)

112.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[ZHR100102's solution](#)

113.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ZHR100102's solution](#)

114.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ZHR100102's solution](#)

115.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ZHR100102's solution](#)

116.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2025-06-15 · last AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[ZHR100102's solution](#)

117.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[ZHR100102's solution](#)

118.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ZHR100102's solution](#)

119.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2024-07-13 · last AC: 2024-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ZHR100102's solution](#)

120.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ZHR100102's solution](#)

121.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ZHR100102's solution](#)

122.

2136D

[For the Champion](#) · [Tutorial](#)

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

[ZHR100102's solution](#)

123.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ZHR100102's solution](#)

124.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ZHR100102's solution](#)

125.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ZHR100102's solution](#)

126.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ZHR100102's solution](#)

127.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

128.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[ZHR100102's solution](#)

129.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ZHR100102's solution](#)

130.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[ZHR100102's solution](#)

131.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ZHR100102's solution](#)

132.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[ZHR100102's solution](#)

133.

2109C2

[Hacking Numbers \(Medium Version\) · Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ZHR100102's solution](#)

134.

2104E

[Unpleasant Strings · Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[ZHR100102's solution](#)

135.

2096C

[Wonderful City · Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ZHR100102's solution](#)

136.

2086D

[Even String · Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[ZHR100102's solution](#)

137.

2053D

[Refined Product Optimality · Tutorial](#)

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

[ZHR100102's solution](#)

138.

2029C

[New Rating · Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[ZHR100102's solution](#)

139.

1805D

[A Wide, Wide Graph · Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ZHR100102's solution](#)

140.

1793D

[Moscow Gorillas · Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[ZHR100102's solution](#)

141.

1635D

[Infinite Set · Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[ZHR100102's solution](#)

142.

2145D

[Inversion Value of a Permutation · Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[ZHR100102's solution](#)

143.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[ZHR100102's solution](#)

144.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[ZHR100102's solution](#)

145.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[ZHR100102's solution](#)

146.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[ZHR100102's solution](#)

147.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[ZHR100102's solution](#)

148.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[ZHR100102's solution](#)

149.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ZHR100102's solution](#)

150.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

151.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[ZHR100102's solution](#)

152.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dfs and similar, dp, graphs, math

[ZHR100102's solution](#)

153.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ZHR100102's solution](#)

154.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

155.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[ZHR100102's solution](#)

156.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ZHR100102's solution](#)

157.

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[ZHR100102's solution](#)

158.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ZHR100102's solution](#)

159.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · last AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[ZHR100102's solution](#)

160.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[ZHR100102's solution](#)

161.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

162.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2025-08-29 · last AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ZHR100102's solution](#)

163.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ZHR100102's solution](#)

164.

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[ZHR100102's solution](#)

165.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[ZHR100102's solution](#)

166.

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ZHR100102's solution](#)

167.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ZHR100102's solution](#)

168.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[ZHR100102's solution](#)

169.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ZHR100102's solution](#)

170.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[ZHR100102's solution](#)

171.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[ZHR100102's solution](#)

172.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[ZHR100102's solution](#)

173.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[ZHR100102's solution](#)

174.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[ZHR100102's solution](#)

175.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ZHR100102's solution](#)

176.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ZHR100102's solution](#)

177.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2025-06-25 · last AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[ZHR100102's solution](#)

178.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ZHR100102's solution](#)

179.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[ZHR100102's solution](#)

180.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ZHR100102's solution](#)

181.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[ZHR100102's solution](#)

182.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ZHR100102's solution](#)

183.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[ZHR100102's solution](#)

184.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ZHR100102's solution](#)

185.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ZHR100102's solution](#)

186.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[ZHR100102's solution](#)

187.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

188.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[ZHR100102's solution](#)

189.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ZHR100102's solution](#)

190.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · last AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ZHR100102's solution](#)

191.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ZHR100102's solution](#)

192.

2136E

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

Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ZHR100102's solution](#)

193.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[ZHR100102's solution](#)

194.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[ZHR100102's solution](#)

195.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-08-17 · last AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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196.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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197.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[ZHR100102's solution](#)

198.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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199.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

200.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[ZHR100102's solution](#)

201.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ZHR100102's solution](#)

202.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[ZHR100102's solution](#)

203.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[ZHR100102's solution](#)

204.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[ZHR100102's solution](#)

205.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[ZHR100102's solution](#)

206.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[ZHR100102's solution](#)

207.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ZHR100102's solution](#)

208.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ZHR100102's solution](#)

209.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2025-05-02 · last AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

210.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ZHR100102's solution](#)

211.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ZHR100102's solution](#)

212.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[ZHR100102's solution](#)

213.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[ZHR100102's solution](#)

214.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

215.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ZHR100102's solution](#)

216.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[ZHR100102's solution](#)

217.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[ZHR100102's solution](#)

218.

703D

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

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ZHR100102's solution](#)

219.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[ZHR100102's solution](#)

220.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[ZHR100102's solution](#)

221.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[ZHR100102's solution](#)

222.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ZHR100102's solution](#)

223.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ZHR100102's solution](#)

224.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[ZHR100102's solution](#)

225.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[ZHR100102's solution](#)

226.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
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227.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[ZHR100102's solution](#)

228.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
[ZHR100102's solution](#)

229.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[ZHR100102's solution](#)

230.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
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231.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees
[ZHR100102's solution](#)

232.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[ZHR100102's solution](#)

233.

1832D1

[Red-Blue Operations \(Easy Version\) · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[ZHR100102's solution](#)

234.

2116D

[Gellyfish and Camellia Japonica · Tutorial](#)

Rating: 2100 · first AC: 2025-05-31 · last AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

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235.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[ZHR100102's solution](#)

236.

1163D

[Mysterious Code · Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ZHR100102's solution](#)

237.

1000E

[We Need More Bosses · Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[ZHR100102's solution](#)

238.

1187E

[Tree Painting · Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ZHR100102's solution](#)

239.

525E

[Anya and Cubes · Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[ZHR100102's solution](#)

240.

1806E

[Tree Master · Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ZHR100102's solution](#)

241.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[ZHR100102's solution](#)

242.

1949F

[Dating · Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[ZHR100102's solution](#)

243.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2025-08-30 · last AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[ZHR100102's solution](#)

244.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[ZHR100102's solution](#)

245.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ZHR100102's solution](#)

246.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ZHR100102's solution](#)

247.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[ZHR100102's solution](#)

248.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[ZHR100102's solution](#)

249.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZHR100102's solution](#)

250.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ZHR100102's solution](#)

251.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[ZHR100102's solution](#)

252.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[ZHR100102's solution](#)

253.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[ZHR100102's solution](#)

254.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[ZHR100102's solution](#)

255.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[ZHR100102's solution](#)

256.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2025-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
[ZHR100102's solution](#)

257.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[ZHR100102's solution](#)

258.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ZHR100102's solution](#)

259.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs
[ZHR100102's solution](#)

260.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[ZHR100102's solution](#)

261.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs
[ZHR100102's solution](#)

262.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[ZHR100102's solution](#)

263.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[ZHR100102's solution](#)

264.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-08-07 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[ZHR100102's solution](#)

265.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ZHR100102's solution](#)

266.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[ZHR100102's solution](#)

267.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[ZHR100102's solution](#)

268.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · last AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[ZHR100102's solution](#)

269.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ZHR100102's solution](#)

270.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[ZHR100102's solution](#)

271.

1929F

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

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ZHR100102's solution](#)

272.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[ZHR100102's solution](#)

273.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[ZHR100102's solution](#)

274.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[ZHR100102's solution](#)

275.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ZHR100102's solution](#)

276.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[ZHR100102's solution](#)

277.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ZHR100102's solution](#)

278.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[ZHR100102's solution](#)

279.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2025-05-18 · last AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[ZHR100102's solution](#)

280.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-01-30 · last AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ZHR100102's solution](#)

281.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[ZHR100102's solution](#)

282.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[ZHR100102's solution](#)

283.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ZHR100102's solution](#)

284.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

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285.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

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286.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[ZHR100102's solution](#)

287.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ZHR100102's solution](#)

288.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-06-25 · last AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ZHR100102's solution](#)

289.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[ZHR100102's solution](#)

290.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-01-24 · last AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ZHR100102's solution](#)

291.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ZHR100102's solution](#)

292.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[ZHR100102's solution](#)

293.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-01-31 · last AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[ZHR100102's solution](#)

294.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ZHR100102's solution](#)

295.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ZHR100102's solution](#)

296.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[ZHR100102's solution](#)

297.

866D

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

Rating: 2400 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[ZHR100102's solution](#)

298.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-06-26 · last AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ZHR100102's solution](#)

299.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ZHR100102's solution](#)

300.

115E

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

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ZHR100102's solution](#)

301.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ZHR100102's solution](#)

302.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ZHR100102's solution](#)

303.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ZHR100102's solution](#)

304.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

[ZHR100102's solution](#)

305.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ZHR100102's solution](#)

306.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2025-02-23 · last AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[ZHR100102's solution](#)

307.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[ZHR100102's solution](#)

308.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ZHR100102's solution](#)

309.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[ZHR100102's solution](#)

310.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ZHR100102's solution](#)

311.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[ZHR100102's solution](#)

312.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ZHR100102's solution](#)

313.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ZHR100102's solution](#)

314.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ZHR100102's solution](#)

315.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[ZHR100102's solution](#)

316.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ZHR100102's solution](#)

317.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ZHR100102's solution](#)

318.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[ZHR100102's solution](#)

319.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[ZHR100102's solution](#)

320.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ZHR100102's solution](#)

321.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[ZHR100102's solution](#)

322.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[ZHR100102's solution](#)

323.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-11-11 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[ZHR100102's solution](#)

324.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ZHR100102's solution](#)

325.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[ZHR100102's solution](#)

326.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ZHR100102's solution](#)

327.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[ZHR100102's solution](#)

328.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ZHR100102's solution](#)

329.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[ZHR100102's solution](#)

330.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[ZHR100102's solution](#)

331.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ZHR100102's solution](#)

332.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive,

math, number theory
[ZHR100102's solution](#)

333.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
[ZHR100102's solution](#)

334.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[ZHR100102's solution](#)

335.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices
[ZHR100102's solution](#)

336.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[ZHR100102's solution](#)

337.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[ZHR100102's solution](#)

338.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu
[ZHR100102's solution](#)

339.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[ZHR100102's solution](#)

340.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[ZHR100102's solution](#)

341.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[ZHR100102's solution](#)

342.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-11-11 · last AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs

and similar, dp, string suffix structures, strings

[ZHR100102's solution](#)

343.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ZHR100102's solution](#)

344.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ZHR100102's solution](#)

345.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ZHR100102's solution](#)

346.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[ZHR100102's solution](#)

347.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-04-23 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[ZHR100102's solution](#)

348.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[ZHR100102's solution](#)

349.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[ZHR100102's solution](#)

350.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ZHR100102's solution](#)

351.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-07-25 · last AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ZHR100102's solution](#)

352.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings, two pointers

[ZHR100102's solution](#)

353.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ZHR100102's solution](#)

354.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ZHR100102's solution](#)

355.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZHR100102's solution](#)

356.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZHR100102's solution](#)

357.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZHR100102's solution](#)