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Unique solved — ZPAYAUR

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

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

Filters: none

Count: 286

1.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ZPAYAUR's solution](#)

2.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[ZPAYAUR's solution](#)

3.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ZPAYAUR's solution](#)

4.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[ZPAYAUR's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[ZPAYAUR's solution](#)

6.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[ZPAYAUR's solution](#)

7.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ZPAYAUR's solution](#)

8.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ZPAYAUR's solution](#)

9.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ZPAYAUR's solution](#)

10.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ZPAYAUR's solution](#)

11.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[ZPAYAUR's solution](#)

12.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: greedy, math
[ZPAYAUR's solution](#)

13.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: math
[ZPAYAUR's solution](#)

14.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation
[ZPAYAUR's solution](#)

15.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ZPAYAUR's solution](#)

16.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ZPAYAUR's solution](#)

17.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ZPAYAUR's solution](#)

18.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ZPAYAUR's solution](#)

19.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ZPAYAUR's solution](#)

20.

1872B

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

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ZPAYAUR's solution](#)

21.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[ZPAYAUR's solution](#)

22.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ZPAYAUR's solution](#)

23.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ZPAYAUR's solution](#)

24.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[ZPAYAUR's solution](#)

25.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ZPAYAUR's solution](#)

26.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ZPAYAUR's solution](#)

27.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ZPAYAUR's solution](#)

28.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[ZPAYAUR's solution](#)

29.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ZPAYAUR's solution](#)

30.

1872C

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

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ZPAYAUR's solution](#)

31.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[ZPAYAUR's solution](#)

32.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[ZPAYAUR's solution](#)

33.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ZPAYAUR's solution](#)

34.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ZPAYAUR's solution](#)

35.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ZPAYAUR's solution](#)

36.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[ZPAYAUR's solution](#)

37.

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[ZPAYAUR's solution](#)

38.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ZPAYAUR's solution](#)

39.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ZPAYAUR's solution](#)

40.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[ZPAYAUR's solution](#)

41.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[ZPAYAUR's solution](#)

42.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[ZPAYAUR's solution](#)

43.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[ZPAYAUR's solution](#)

44.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy
[ZPAYAUR's solution](#)

45.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
[ZPAYAUR's solution](#)

46.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · last AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ZPAYAUR's solution](#)

47.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ZPAYAUR's solution](#)

48.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[ZPAYAUR's solution](#)

49.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ZPAYAUR's solution](#)

50.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
[ZPAYAUR's solution](#)

51.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
[ZPAYAUR's solution](#)

52.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[ZPAYAUR's solution](#)

53.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ZPAYAUR's solution](#)

54.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ZPAYAUR's solution](#)

55.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[ZPAYAUR's solution](#)

56.

2190B1

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

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ZPAYAUR's solution](#)

57.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ZPAYAUR's solution](#)

58.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[ZPAYAUR's solution](#)

59.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[ZPAYAUR's solution](#)

60.

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[ZPAYAUR's solution](#)

61.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[ZPAYAUR's solution](#)

62.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[ZPAYAUR's solution](#)

63.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ZPAYAUR's solution](#)

64.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ZPAYAUR's solution](#)

65.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[ZPAYAUR's solution](#)

66.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ZPAYAUR's solution](#)

67.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ZPAYAUR's solution](#)

68.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ZPAYAUR's solution](#)

69.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ZPAYAUR's solution](#)

70.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-01 · last AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[ZPAYAUR's solution](#)

71.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ZPAYAUR's solution](#)

72.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[ZPAYAUR's solution](#)

73.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2026-03-07 · last AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[ZPAYAUR's solution](#)

74.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[ZPAYAUR's solution](#)

75.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ZPAYAUR's solution](#)

76.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[ZPAYAUR's solution](#)

77.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[ZPAYAUR's solution](#)

78.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2026-03-07 · last AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ZPAYAUR's solution](#)

79.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[ZPAYAUR's solution](#)

80.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ZPAYAUR's solution](#)

81.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ZPAYAUR's solution](#)

82.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ZPAYAUR's solution](#)

83.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[ZPAYAUR's solution](#)

84.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[ZPAYAUR's solution](#)

85.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ZPAYAUR's solution](#)

86.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ZPAYAUR's solution](#)

87.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ZPAYAUR's solution](#)

88.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[ZPAYAUR's solution](#)

89.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[ZPAYAUR's solution](#)

90.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ZPAYAUR's solution](#)

91.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[ZPAYAUR's solution](#)

92.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ZPAYAUR's solution](#)

93.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two

pointers

[ZPAYAUR's solution](#)

94.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ZPAYAUR's solution](#)

95.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ZPAYAUR's solution](#)

96.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ZPAYAUR's solution](#)

97.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[ZPAYAUR's solution](#)

98.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[ZPAYAUR's solution](#)

99.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[ZPAYAUR's solution](#)

100.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[ZPAYAUR's solution](#)

101.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ZPAYAUR's solution](#)

102.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[ZPAYAUR's solution](#)

103.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-

the-middle, number theory

[ZPAYAUR's solution](#)

104.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[ZPAYAUR's solution](#)

105.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[ZPAYAUR's solution](#)

106.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[ZPAYAUR's solution](#)

107.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZPAYAUR's solution](#)

108.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[ZPAYAUR's solution](#)

109.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[ZPAYAUR's solution](#)

110.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ZPAYAUR's solution](#)

111.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[ZPAYAUR's solution](#)

112.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[ZPAYAUR's solution](#)

113.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[ZPAYAUR's solution](#)

114.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ZPAYAUR's solution](#)

115.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ZPAYAUR's solution](#)

116.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ZPAYAUR's solution](#)

117.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[ZPAYAUR's solution](#)

118.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[ZPAYAUR's solution](#)

119.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[ZPAYAUR's solution](#)

120.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[ZPAYAUR's solution](#)

121.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ZPAYAUR's solution](#)

122.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ZPAYAUR's solution](#)

123.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ZPAYAUR's solution](#)

124.

2150C

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

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ZPAYAUR's solution](#)

125.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-06 · last AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[ZPAYAUR's solution](#)

126.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ZPAYAUR's solution](#)

127.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ZPAYAUR's solution](#)

128.

2019F

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

Rating: 2200 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[ZPAYAUR's solution](#)

129.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[ZPAYAUR's solution](#)

130.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[ZPAYAUR's solution](#)

131.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ZPAYAUR's solution](#)

132.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ZPAYAUR's solution](#)

133.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ZPAYAUR's solution](#)

134.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[ZPAYAUR's solution](#)

135.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[ZPAYAUR's solution](#)

136.

801E

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ZPAYAUR's solution](#)

137.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, probabilities

[ZPAYAUR's solution](#)

138.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[ZPAYAUR's solution](#)

139.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[ZPAYAUR's solution](#)

140.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ZPAYAUR's solution](#)

141.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[ZPAYAUR's solution](#)

142.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ZPAYAUR's solution](#)

143.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ZPAYAUR's solution](#)

144.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ZPAYAUR's solution](#)

145.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ZPAYAUR's solution](#)

146.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: string suffix structures

[ZPAYAUR's solution](#)

147.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ZPAYAUR's solution](#)

148.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ZPAYAUR's solution](#)

149.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[ZPAYAUR's solution](#)

150.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[ZPAYAUR's solution](#)

151.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ZPAYAUR's solution](#)

152.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[ZPAYAUR's solution](#)

153.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[ZPAYAUR's solution](#)

154.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[ZPAYAUR's solution](#)

155.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ZPAYAUR's solution](#)

156.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[ZPAYAUR's solution](#)

157.

1314B

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

Rating: 2500 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ZPAYAUR's solution](#)

158.

2102F

[Mani and Segments](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ZPAYAUR's solution](#)

159.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[ZPAYAUR's solution](#)

160.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[ZPAYAUR's solution](#)

161.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ZPAYAUR's solution](#)

162.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ZPAYAUR's solution](#)

163.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ZPAYAUR's solution](#)

164.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[ZPAYAUR's solution](#)

165.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[ZPAYAUR's solution](#)

166.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, sortings

[ZPAYAUR's solution](#)

167.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[ZPAYAUR's solution](#)

168.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: dp

[ZPAYAUR's solution](#)

169.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[ZPAYAUR's solution](#)

170.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-10-09 · last AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[ZPAYAUR's solution](#)

171.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[ZPAYAUR's solution](#)

172.

1501E

[Matrix Sorting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: —

[ZPAYAUR's solution](#)

173.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: divide and conquer, fft, greedy, math, number

theory

[ZPAYAUR's solution](#)

174.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[ZPAYAUR's solution](#)

175.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[ZPAYAUR's solution](#)

176.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[ZPAYAUR's solution](#)

177.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[ZPAYAUR's solution](#)

178.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ZPAYAUR's solution](#)

179.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ZPAYAUR's solution](#)

180.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2026-03-07 · last AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[ZPAYAUR's solution](#)

181.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ZPAYAUR's solution](#)

182.

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[ZPAYAUR's solution](#)

183.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

geometry, trees

[ZPAYAUR's solution](#)

184.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[ZPAYAUR's solution](#)

185.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ZPAYAUR's solution](#)

186.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math, number theory

[ZPAYAUR's solution](#)

187.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[ZPAYAUR's solution](#)

188.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ZPAYAUR's solution](#)

189.

1879F

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

Quality: 610 global accepts · Rating: 2800 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[ZPAYAUR's solution](#)

190.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[ZPAYAUR's solution](#)

191.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[ZPAYAUR's solution](#)

192.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[ZPAYAUR's solution](#)

193.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[ZPAYAUR's solution](#)

194.

1400F

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

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[ZPAYAUR's solution](#)

195.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[ZPAYAUR's solution](#)

196.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[ZPAYAUR's solution](#)

197.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[ZPAYAUR's solution](#)

198.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[ZPAYAUR's solution](#)

199.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ZPAYAUR's solution](#)

200.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ZPAYAUR's solution](#)

201.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[ZPAYAUR's solution](#)

202.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ZPAYAUR's solution](#)

203.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[ZPAYAUR's solution](#)

204.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[ZPAYAUR's solution](#)

205.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[ZPAYAUR's solution](#)

206.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[ZPAYAUR's solution](#)

207.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ZPAYAUR's solution](#)

208.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[ZPAYAUR's solution](#)

209.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[ZPAYAUR's solution](#)

210.

2115D

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

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[ZPAYAUR's solution](#)

211.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[ZPAYAUR's solution](#)

212.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ZPAYAUR's solution](#)

213.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: number theory

[ZPAYAUR's solution](#)

214.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities
[ZPAYAUR's solution](#)

215.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp
[ZPAYAUR's solution](#)

216.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: math
[ZPAYAUR's solution](#)

217.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[ZPAYAUR's solution](#)

218.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
[ZPAYAUR's solution](#)

219.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[ZPAYAUR's solution](#)

220.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[ZPAYAUR's solution](#)

221.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[ZPAYAUR's solution](#)

222.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, shortest paths
[ZPAYAUR's solution](#)

223.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, trees
[ZPAYAUR's solution](#)

224.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and

similar, graphs, implementation

[ZPAYAUR's solution](#)

225.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ZPAYAUR's solution](#)

226.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy

[ZPAYAUR's solution](#)

227.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, flows

[ZPAYAUR's solution](#)

228.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[ZPAYAUR's solution](#)

229.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ZPAYAUR's solution](#)

230.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[ZPAYAUR's solution](#)

231.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, math, number theory, two pointers

[ZPAYAUR's solution](#)

232.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: interactive, probabilities, trees

[ZPAYAUR's solution](#)

233.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, probabilities

[ZPAYAUR's solution](#)

234.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[ZPAYAUR's solution](#)

235.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[ZPAYAUR's solution](#)

236.

1163F

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

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[ZPAYAUR's solution](#)

237.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[ZPAYAUR's solution](#)

238.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[ZPAYAUR's solution](#)

239.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ZPAYAUR's solution](#)

240.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[ZPAYAUR's solution](#)

241.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: greedy, math

[ZPAYAUR's solution](#)

242.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: data structures, dp, strings, trees

[ZPAYAUR's solution](#)

243.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[ZPAYAUR's solution](#)

244.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[ZPAYAUR's solution](#)

245.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, fft, math

[ZPAYAUR's solution](#)

246.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[ZPAYAUR's solution](#)

247.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[ZPAYAUR's solution](#)

248.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3100 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[ZPAYAUR's solution](#)

249.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ZPAYAUR's solution](#)

250.

2159D2

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

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ZPAYAUR's solution](#)

251.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, flows, greedy

[ZPAYAUR's solution](#)

252.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[ZPAYAUR's solution](#)

253.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ZPAYAUR's solution](#)

254.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: math, probabilities

[ZPAYAUR's solution](#)

255.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, math

[ZPAYAUR's solution](#)

256.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[ZPAYAUR's solution](#)

257.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[ZPAYAUR's solution](#)

258.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures

[ZPAYAUR's solution](#)

259.

2135E1

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

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ZPAYAUR's solution](#)

260.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ZPAYAUR's solution](#)

261.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures

[ZPAYAUR's solution](#)

262.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: flows, graph matchings, greedy, implementation

[ZPAYAUR's solution](#)

263.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[ZPAYAUR's solution](#)

264.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[ZPAYAUR's solution](#)

265.

2135E2

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ZPAYAUR's solution](#)

266.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[ZPAYAUR's solution](#)

267.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ZPAYAUR's solution](#)

268.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[ZPAYAUR's solution](#)

269.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ZPAYAUR's solution](#)

270.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ZPAYAUR's solution](#)

271.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[ZPAYAUR's solution](#)

272.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees

[ZPAYAUR's solution](#)

273.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ZPAYAUR's solution](#)

274.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ZPAYAUR's solution](#)

275.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[ZPAYAUR's solution](#)

276.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ZPAYAUR's solution](#)

277.

105173G

[Diamond](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ZPAYAUR's solution](#)

278.

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

279.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

280.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

281.

105173L

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

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

282.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

283.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

284.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

285.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)

286.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZPAYAUR's solution](#)