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Unique solved — Z actuary

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1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,133 global accepts · Rating: 900 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[Z_actuary's solution](#)

108.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Z_actuary's solution](#)

109.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[Z_actuary's solution](#)

110.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[Z_actuary's solution](#)

111.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Z_actuary's solution](#)

112.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,062 global accepts · Rating: 900 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Z_actuary's solution](#)

113.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Z_actuary's solution](#)

114.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,058 global accepts · Rating: 1000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Z_actuary's solution](#)

115.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,634 global accepts · Rating: 1000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[Z_actuary's solution](#)

116.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Z_actuary's solution](#)

117.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,915 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[Z_actuary's solution](#)

118.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,743 global accepts · Rating: 1000 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Z_actuary's solution](#)

119.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,736 global accepts · Rating: 1000 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[Z_actuary's solution](#)

120.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy,

implementation

[Z_actuary's solution](#)

121.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Z_actuary's solution](#)

122.

2093C

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

Quality: 30,845 global accepts · Rating: 1000 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math, number theory

[Z_actuary's solution](#)

123.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2025-03-31 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[Z_actuary's solution](#)

124.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,821 global accepts · Rating: 1000 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Z_actuary's solution](#)

125.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Z_actuary's solution](#)

126.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[Z_actuary's solution](#)

127.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Z_actuary's solution](#)

128.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 1000 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Z_actuary's solution](#)

129.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

[Z_actuary's solution](#)

130.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Z_actuary's solution](#)

131.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
[Z_actuary's solution](#)

132.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory
[Z_actuary's solution](#)

133.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
[Z_actuary's solution](#)

134.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[Z_actuary's solution](#)

135.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[Z_actuary's solution](#)

136.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[Z_actuary's solution](#)

137.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Z_actuary's solution](#)

138.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[Z_actuary's solution](#)

139.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, trees
[Z_actuary's solution](#)

140.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,150 global accepts · Rating: 1100 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[Z_actuary's solution](#)

141.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1100 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number

theory

[Z_actuary's solution](#)

142.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,533 global accepts · Rating: 1100 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Z_actuary's solution](#)

143.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Z_actuary's solution](#)

144.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Z_actuary's solution](#)

145.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Z_actuary's solution](#)

146.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Z_actuary's solution](#)

147.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,619 global accepts · Rating: 1100 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: math, number theory

[Z_actuary's solution](#)

148.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Z_actuary's solution](#)

149.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[Z_actuary's solution](#)

150.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[Z_actuary's solution](#)

151.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[Z_actuary's solution](#)

152.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games,

greedy, math

[Z_actuary's solution](#)

153.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[Z_actuary's solution](#)

154.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Z_actuary's solution](#)

155.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,863 global accepts · Rating: 1100 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers

[Z_actuary's solution](#)

156.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Z_actuary's solution](#)

157.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy

[Z_actuary's solution](#)

158.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Z_actuary's solution](#)

159.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: greedy

[Z_actuary's solution](#)

160.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,409 global accepts · Rating: 1100 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[Z_actuary's solution](#)

161.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[Z_actuary's solution](#)

162.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Z_actuary's solution](#)

163.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Z_actuary's solution](#)

164.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Z_actuary's solution](#)

165.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy

[Z_actuary's solution](#)

166.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers

[Z_actuary's solution](#)

167.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[Z_actuary's solution](#)

168.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: greedy, trees

[Z_actuary's solution](#)

169.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-12 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, strings

[Z_actuary's solution](#)

170.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,723 global accepts · Rating: 1100 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Z_actuary's solution](#)

171.

1872C

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

Quality: 26,384 global accepts · Rating: 1100 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math, number theory

[Z_actuary's solution](#)

172.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Z_actuary's solution](#)

173.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: brute force, math

[Z_actuary's solution](#)

174.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1200 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[Z_actuary's solution](#)

175.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math, sortings

[Z_actuary's solution](#)

176.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,826 global accepts · Rating: 1200 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: games, math

[Z_actuary's solution](#)

177.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1200 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers

[Z_actuary's solution](#)

178.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Z_actuary's solution](#)

179.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[Z_actuary's solution](#)

180.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,746 global accepts · Rating: 1200 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Z_actuary's solution](#)

181.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory

[Z_actuary's solution](#)

182.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Z_actuary's solution](#)

183.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[Z_actuary's solution](#)

184.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks

[Z_actuary's solution](#)

185.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Z_actuary's solution](#)

186.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,357 global accepts · Rating: 1200 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Z_actuary's solution](#)

187.

2092C

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

Quality: 22,584 global accepts · Rating: 1200 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Z_actuary's solution](#)

188.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[Z_actuary's solution](#)

189.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[Z_actuary's solution](#)

190.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers

[Z_actuary's solution](#)

191.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[Z_actuary's solution](#)

192.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Z_actuary's solution](#)

193.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,690 global accepts · Rating: 1200 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: math, number theory

[Z_actuary's solution](#)

194.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[Z_actuary's solution](#)

195.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Z_actuary's solution](#)

196.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math,

sortings

[Z_actuary's solution](#)

197.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Z_actuary's solution](#)

198.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Z_actuary's solution](#)

199.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[Z_actuary's solution](#)

200.

1872D

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

Quality: 38,830 global accepts · Rating: 1200 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math

[Z_actuary's solution](#)

201.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Z_actuary's solution](#)

202.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[Z_actuary's solution](#)

203.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,664 global accepts · Rating: 1300 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: math

[Z_actuary's solution](#)

204.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers

[Z_actuary's solution](#)

205.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games

[Z_actuary's solution](#)

206.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[Z_actuary's solution](#)

207.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms
[Z_actuary's solution](#)

208.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Z_actuary's solution](#)

209.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,206 global accepts · Rating: 1300 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[Z_actuary's solution](#)

210.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy
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211.

2086C

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

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212.

1493B

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Quality: 12,568 global accepts · Rating: 1300 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation
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213.

2064C

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Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy
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214.

2036D

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Quality: 15,989 global accepts · Rating: 1300 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, matrices
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215.

2026B

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Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
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216.

2033D

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Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math
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217.

1931D

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Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

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218.

1927D

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Quality: 33,179 global accepts · Rating: 1300 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

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219.

1922C

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Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

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220.

1915E

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Quality: 34,529 global accepts · Rating: 1300 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

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221.

1879C

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Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

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222.

1870C

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Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Z_actuary's solution](#)

223.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Z_actuary's solution](#)

224.

1869C

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

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[Z_actuary's solution](#)

225.

1857D

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Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: math, sortings, trees

[Z_actuary's solution](#)

226.

1513B

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Quality: 20,107 global accepts · Rating: 1400 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Z_actuary's solution](#)

227.

1506D

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[Z_actuary's solution](#)

228.

2152C

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Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[Z_actuary's solution](#)

229.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: graphs, interactive

[Z_actuary's solution](#)

230.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,337 global accepts · Rating: 1400 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Z_actuary's solution](#)

231.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,122 global accepts · Rating: 1400 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Z_actuary's solution](#)

232.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · PyPy 3-64 (first AC) · Tags: data structures, graphs, greedy, trees

[Z_actuary's solution](#)

233.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Z_actuary's solution](#)

234.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Z_actuary's solution](#)

235.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[Z_actuary's solution](#)

236.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, math, sortings

[Z_actuary's solution](#)

237.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation

[Z_actuary's solution](#)

238.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Z_actuary's solution](#)

239.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2025-03-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Z_actuary's solution](#)

240.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Z_actuary's solution](#)

241.

2034C

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

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Z_actuary's solution](#)

242.

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[Z_actuary's solution](#)

243.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Z_actuary's solution](#)

244.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

[Z_actuary's solution](#)

245.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[Z_actuary's solution](#)

246.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1400 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[Z_actuary's solution](#)

247.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, two pointers

[Z_actuary's solution](#)

248.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math
[Z_actuary's solution](#)

249.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
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250.

1905C

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Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: greedy, strings
[Z_actuary's solution](#)

251.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy
[Z_actuary's solution](#)

252.

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[Z_actuary's solution](#)

253.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1500 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees
[Z_actuary's solution](#)

254.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees
[Z_actuary's solution](#)

255.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory
[Z_actuary's solution](#)

256.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[Z_actuary's solution](#)

257.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Z_actuary's solution](#)

258.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[Z_actuary's solution](#)

259.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings
[Z_actuary's solution](#)

260.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory
[Z_actuary's solution](#)

261.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[Z_actuary's solution](#)

262.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers
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263.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1500 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
[Z_actuary's solution](#)

264.

1499C

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Quality: 13,420 global accepts · Rating: 1500 · first AC: 2025-03-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math
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265.

2077A

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266.

2060E

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267.

2057C

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Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Z_actuary's solution](#)

268.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Z_actuary's solution](#)

269.

1486B

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[Z_actuary's solution](#)

270.

2026C

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Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Z_actuary's solution](#)

271.

2027C

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Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

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272.

1490F

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Quality: 18,382 global accepts · Rating: 1500 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings

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273.

1487D

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[Z_actuary's solution](#)

274.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

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275.

1924A

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Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Z_actuary's solution](#)

276.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings

[Z_actuary's solution](#)

277.

1872E

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Quality: 21,379 global accepts · Rating: 1500 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp

[Z_actuary's solution](#)

278.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Z_actuary's solution](#)

279.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,843 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: math, sortings

[Z_actuary's solution](#)

280.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2026-05-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Z_actuary's solution](#)

281.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Z_actuary's solution](#)

282.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Z_actuary's solution](#)

283.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: dp, matrices

[Z_actuary's solution](#)

284.

2207C

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Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, math

[Z_actuary's solution](#)

285.

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[Z_actuary's solution](#)

286.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: brute force, math, two pointers

[Z_actuary's solution](#)

287.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,825 global accepts · Rating: 1600 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math

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288.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities

[Z_actuary's solution](#)

289.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Z_actuary's solution](#)

290.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[Z_actuary's solution](#)

291.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings

[Z_actuary's solution](#)

292.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Z_actuary's solution](#)

293.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Z_actuary's solution](#)

294.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Z_actuary's solution](#)

295.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Z_actuary's solution](#)

296.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,957 global accepts · Rating: 1600 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Z_actuary's solution](#)

297.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[Z_actuary's solution](#)

298.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Z_actuary's solution](#)

299.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
[Z_actuary's solution](#)

300.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, math
[Z_actuary's solution](#)

301.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
[Z_actuary's solution](#)

302.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-15 · Python 3 (first AC) · Tags: binary search, data structures, math
[Z_actuary's solution](#)

303.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2026-05-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, interactive
[Z_actuary's solution](#)

304.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[Z_actuary's solution](#)

305.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Z_actuary's solution](#)

306.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 1700 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math
[Z_actuary's solution](#)

307.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games, greedy, math
[Z_actuary's solution](#)

308.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math
[Z_actuary's solution](#)

309.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy
[Z_actuary's solution](#)

310.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math
[Z_actuary's solution](#)

311.

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317.

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329.

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335.

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380.

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387.

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2138C2

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2096D

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393.

2085D

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394.

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395.

2062E1

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396.

2055D

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397.

2057D

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398.

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403.

1483C

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404.

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2152E

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408.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[Z_actuary's solution](#)

409.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Z_actuary's solution](#)

410.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Z_actuary's solution](#)

411.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Z_actuary's solution](#)

412.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp

[Z_actuary's solution](#)

413.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Z_actuary's solution](#)

414.

1930D2

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

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

[Z_actuary's solution](#)

415.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, sortings

[Z_actuary's solution](#)

416.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Z_actuary's solution](#)

417.

1869D2

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

Rating: 2100 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Z_actuary's solution](#)

418.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2026-05-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Z_actuary's solution](#)

419.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Z_actuary's solution](#)

420.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2200 · first AC: 2026-04-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Z_actuary's solution](#)

421.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Z_actuary's solution](#)

422.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, graphs

[Z_actuary's solution](#)

423.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Z_actuary's solution](#)

424.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Z_actuary's solution](#)

425.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Z_actuary's solution](#)

426.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Z_actuary's solution](#)

427.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Z_actuary's solution](#)

428.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, number theory

[Z_actuary's solution](#)

429.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[Z_actuary's solution](#)

430.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Z_actuary's solution](#)

431.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Z_actuary's solution](#)

432.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Z_actuary's solution](#)

433.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Z_actuary's solution](#)

434.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Z_actuary's solution](#)

435.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Z_actuary's solution](#)

436.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Z_actuary's solution](#)

437.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math

[Z_actuary's solution](#)

438.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Z_actuary's solution](#)

439.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Z_actuary's solution](#)

440.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[Z_actuary's solution](#)

441.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2300 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, graphs, trees

[Z_actuary's solution](#)

442.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Z_actuary's solution](#)

443.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Z_actuary's solution](#)

444.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Z_actuary's solution](#)

445.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2025-03-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Z_actuary's solution](#)

446.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Z_actuary's solution](#)

447.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Z_actuary's solution](#)

448.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[Z_actuary's solution](#)

449.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Z_actuary's solution](#)

450.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings
[Z_actuary's solution](#)

451.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[Z_actuary's solution](#)

452.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[Z_actuary's solution](#)

453.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[Z_actuary's solution](#)

454.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[Z_actuary's solution](#)

455.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-03-31 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[Z_actuary's solution](#)

456.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-03-31 · PyPy 3 (first AC) · Tags: combinatorics, dp, math, strings
[Z_actuary's solution](#)

457.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2025-03-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[Z_actuary's solution](#)

458.

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[Z_actuary's solution](#)

459.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings
[Z_actuary's solution](#)

460.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, sortings
[Z_actuary's solution](#)

461.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[Z_actuary's solution](#)

462.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[Z_actuary's solution](#)

463.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[Z_actuary's solution](#)

464.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
[Z_actuary's solution](#)

465.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[Z_actuary's solution](#)

466.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees
[Z_actuary's solution](#)

467.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, graphs, number theory
[Z_actuary's solution](#)

468.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[Z_actuary's solution](#)

469.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: greedy
[Z_actuary's solution](#)

470.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Z_actuary's solution](#)

471.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Z_actuary's solution](#)

472.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2026-05-04 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Z_actuary's solution](#)

473.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Z_actuary's solution](#)

474.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, trees

[Z_actuary's solution](#)

475.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Z_actuary's solution](#)

476.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: hashing, implementation, strings

[Z_actuary's solution](#)

477.

2122E

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

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[Z_actuary's solution](#)

478.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: dp, games

[Z_actuary's solution](#)

479.

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Z_actuary's solution](#)

480.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: bitmasks, interactive, number theory

[Z_actuary's solution](#)

481.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Z_actuary's solution](#)

482.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Z_actuary's solution](#)

483.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[Z_actuary's solution](#)

484.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2026-04-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Z_actuary's solution](#)

485.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Z_actuary's solution](#)

486.

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Z_actuary's solution](#)

487.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Z_actuary's solution](#)

488.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[Z_actuary's solution](#)

489.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2026-04-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math

[Z_actuary's solution](#)

490.

2217H

[Closer](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2800 · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[Z_actuary's solution](#)

491.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, shortest paths

[Z_actuary's solution](#)

492.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[Z_actuary's solution](#)

493.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math

[Z_actuary's solution](#)

494.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,114 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[Z_actuary's solution](#)

495.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Z_actuary's solution](#)

496.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Z_actuary's solution](#)

497.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,179 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: greedy

[Z_actuary's solution](#)

498.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: implementation, math

[Z_actuary's solution](#)

499.

2226F

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

Quality: 184 global accepts · Rating: — · first AC: 2026-04-29 · PyPy 3-64 (first AC) · Tags: math, number theory

[Z_actuary's solution](#)

500.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: — · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, two pointers

[Z_actuary's solution](#)

501.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,199 global accepts · Rating: — · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math
[Z_actuary's solution](#)

502.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,507 global accepts · Rating: — · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, two pointers
[Z_actuary's solution](#)

503.

2226B

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

Quality: 10,021 global accepts · Rating: — · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
[Z_actuary's solution](#)

504.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,135 global accepts · Rating: — · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: greedy, math
[Z_actuary's solution](#)

505.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, number theory
[Z_actuary's solution](#)

506.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math
[Z_actuary's solution](#)

507.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
[Z_actuary's solution](#)

508.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,610 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math
[Z_actuary's solution](#)

509.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,339 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dp, greedy
[Z_actuary's solution](#)

510.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,146 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[Z_actuary's solution](#)

511.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,687 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[Z_actuary's solution](#)

512.

2219C

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

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Z_actuary's solution](#)

513.

2219B2

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

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Z_actuary's solution](#)

514.

2219B1

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

Quality: 3,603 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Z_actuary's solution](#)

515.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,993 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Z_actuary's solution](#)

516.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, string suffix structures

[Z_actuary's solution](#)