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Unique solved — Zbyszek99

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

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

Filters: none

Count: 458

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Zbyszek99's solution](#)

2.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Zbyszek99's solution](#)

3.

2164A

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Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

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4.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

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5.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Zbyszek99's solution](#)

6.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zbyszek99's solution](#)

7.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zbyszek99's solution](#)

8.

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Zbyszek99's solution](#)

9.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

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10.

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

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11.

2061A

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Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zbyszek99's solution](#)

12.

2040A

[Game of Division · Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Zbyszek99's solution](#)

13.

2039A

[Shohag Loves Mod · Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Zbyszek99's solution](#)

14.

2035A

[Sliding · Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Zbyszek99's solution](#)

15.

2027A

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Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

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16.

2025A

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17.

2020A

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Quality: 25,942 global accepts · Rating: 800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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18.

2002A

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19.

1989A

[Catch the Coin · Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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20.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[Zbyszek99's solution](#)

21.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
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22.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Zbyszek99's solution](#)

23.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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24.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Zbyszek99's solution](#)

25.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
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26.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,198 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
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27.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[Zbyszek99's solution](#)

28.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Zbyszek99's solution](#)

29.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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30.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[Zbyszek99's solution](#)

31.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
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32.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[Zbyszek99's solution](#)

33.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[Zbyszek99's solution](#)

34.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Zbyszek99's solution](#)

35.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Zbyszek99's solution](#)

36.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Zbyszek99's solution](#)

37.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Zbyszek99's solution](#)

38.

1944A

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Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
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39.

2157B

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Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Zbyszek99's solution](#)

40.

2026A

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[Zbyszek99's solution](#)

41.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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42.

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Zbyszek99's solution](#)

43.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,537 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Zbyszek99's solution](#)

44.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[Zbyszek99's solution](#)

45.

1954A

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Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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46.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Zbyszek99's solution](#)

47.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Zbyszek99's solution](#)

48.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Zbyszek99's solution](#)

49.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Zbyszek99's solution](#)

50.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Zbyszek99's solution](#)

51.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Zbyszek99's solution](#)

52.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Zbyszek99's solution](#)

53.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Zbyszek99's solution](#)

54.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Zbyszek99's solution](#)

55.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Zbyszek99's solution](#)

56.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Zbyszek99's solution](#)

57.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Zbyszek99's solution](#)

58.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Zbyszek99's solution](#)

59.

1277A

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Quality: 14,487 global accepts · Rating: 1000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Zbyszek99's solution](#)

60.

2183B

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[Zbyszek99's solution](#)

61.

2138A

[Cake Assignment](#) · [Tutorial](#)

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[Zbyszek99's solution](#)

62.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Zbyszek99's solution](#)

63.

2107B

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Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Zbyszek99's solution](#)

64.

2061B

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[Zbyszek99's solution](#)

65.

2027B

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[Zbyszek99's solution](#)

66.

2025B

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[Zbyszek99's solution](#)

67.

1360C

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[Zbyszek99's solution](#)

68.

1984B

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[Zbyszek99's solution](#)

69.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Zbyszek99's solution](#)

70.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Zbyszek99's solution](#)

71.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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72.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Zbyszek99's solution](#)

73.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Zbyszek99's solution](#)

74.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

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75.

2161C

[Loyalty](#) · [Tutorial](#)

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76.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

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77.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

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78.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Zbyszek99's solution](#)

79.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Zbyszek99's solution](#)

80.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Zbyszek99's solution](#)

81.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Zbyszek99's solution](#)

82.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Zbyszek99's solution](#)

83.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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84.

1989B

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Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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85.

1982C

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Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Zbyszek99's solution](#)

86.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Zbyszek99's solution](#)

87.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Zbyszek99's solution](#)

88.

1954C

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Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Zbyszek99's solution](#)

89.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Zbyszek99's solution](#)

90.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Zbyszek99's solution](#)

91.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zbyszek99's solution](#)

92.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Zbyszek99's solution](#)

93.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Zbyszek99's solution](#)

94.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Zbyszek99's solution](#)

95.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Zbyszek99's solution](#)

96.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Zbyszek99's solution](#)

97.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Zbyszek99's solution](#)

98.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Zbyszek99's solution](#)

99.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Zbyszek99's solution](#)

100.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Zbyszek99's solution](#)

101.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,502 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Zbyszek99's solution](#)

102.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Zbyszek99's solution](#)

103.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[Zbyszek99's solution](#)

104.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Zbyszek99's solution](#)

105.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[Zbyszek99's solution](#)

106.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[Zbyszek99's solution](#)

107.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[Zbyszek99's solution](#)

108.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[Zbyszek99's solution](#)

109.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[Zbyszek99's solution](#)

110.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Zbyszek99's solution](#)

111.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Zbyszek99's solution](#)

112.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Zbyszczek99's solution](#)

113.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Zbyszczek99's solution](#)

114.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Zbyszczek99's solution](#)

115.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Zbyszczek99's solution](#)

116.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Zbyszczek99's solution](#)

117.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Zbyszczek99's solution](#)

118.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Zbyszczek99's solution](#)

119.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Zbyszczek99's solution](#)

120.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, number theory

[Zbyszczek99's solution](#)

121.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Zbyszek99's solution](#)

122.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Zbyszek99's solution](#)

123.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Zbyszek99's solution](#)

124.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Zbyszek99's solution](#)

125.

1872E

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

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Zbyszek99's solution](#)

126.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Zbyszek99's solution](#)

127.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Zbyszek99's solution](#)

128.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Zbyszek99's solution](#)

129.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Zbyszek99's solution](#)

130.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Zbyszek99's solution](#)

131.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy,

implementation, trees

[Zbyszek99's solution](#)

132.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Zbyszek99's solution](#)

133.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Zbyszek99's solution](#)

134.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Zbyszek99's solution](#)

135.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Zbyszek99's solution](#)

136.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Zbyszek99's solution](#)

137.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Zbyszek99's solution](#)

138.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Zbyszek99's solution](#)

139.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Zbyszek99's solution](#)

140.

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Zbyszek99's solution](#)

141.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Zbyszek99's solution](#)

142.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Zbyszek99's solution](#)

143.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Zbyszek99's solution](#)

144.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Zbyszek99's solution](#)

145.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Zbyszek99's solution](#)

146.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Zbyszek99's solution](#)

147.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Zbyszek99's solution](#)

148.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Zbyszek99's solution](#)

149.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Zbyszek99's solution](#)

150.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Zbyszek99's solution](#)

151.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy,

shortest paths, trees

[Zbyszek99's solution](#)

152.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Zbyszek99's solution](#)

153.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[Zbyszek99's solution](#)

154.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Zbyszek99's solution](#)

155.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Zbyszek99's solution](#)

156.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Zbyszek99's solution](#)

157.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,306 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Zbyszek99's solution](#)

158.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Zbyszek99's solution](#)

159.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Zbyszek99's solution](#)

160.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Zbyszek99's solution](#)

161.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

dp, graphs, trees

[Zbyszek99's solution](#)

162.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Zbyszek99's solution](#)

163.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings

[Zbyszek99's solution](#)

164.

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Zbyszek99's solution](#)

165.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings, trees

[Zbyszek99's solution](#)

166.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Zbyszek99's solution](#)

167.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Zbyszek99's solution](#)

168.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Zbyszek99's solution](#)

169.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[Zbyszek99's solution](#)

170.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Zbyszek99's solution](#)

171.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Zbyszek99's solution](#)

172.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Zbyszek99's solution](#)

173.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Zbyszek99's solution](#)

174.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Zbyszek99's solution](#)

175.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Zbyszek99's solution](#)

176.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Zbyszek99's solution](#)

177.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Zbyszek99's solution](#)

178.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Zbyszek99's solution](#)

179.

1966D

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

Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Zbyszek99's solution](#)

180.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Zbyszek99's solution](#)

181.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math,

number theory

[Zbyszek99's solution](#)

182.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Zbyszek99's solution](#)

183.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Zbyszek99's solution](#)

184.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[Zbyszek99's solution](#)

185.

2138B

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

Quality: 5,332 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Zbyszek99's solution](#)

186.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Zbyszek99's solution](#)

187.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Zbyszek99's solution](#)

188.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Zbyszek99's solution](#)

189.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Zbyszek99's solution](#)

190.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Zbyszek99's solution](#)

191.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Zbyszek99's solution](#)

192.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Zbyszek99's solution](#)

193.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Zbyszek99's solution](#)

194.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Zbyszek99's solution](#)

195.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Zbyszek99's solution](#)

196.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Zbyszek99's solution](#)

197.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Zbyszek99's solution](#)

198.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Zbyszek99's solution](#)

199.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Zbyszek99's solution](#)

200.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Zbyszek99's solution](#)

201.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Zbyszek99's solution](#)

202.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Zbyszek99's solution](#)

203.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[Zbyszek99's solution](#)

204.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Zbyszek99's solution](#)

205.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Zbyszek99's solution](#)

206.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Zbyszek99's solution](#)

207.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Zbyszek99's solution](#)

208.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Zbyszek99's solution](#)

209.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Zbyszek99's solution](#)

210.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Zbyszek99's solution](#)

211.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Zbyszek99's solution](#)

212.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[Zbyszek99's solution](#)

213.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[Zbyszek99's solution](#)

214.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[Zbyszek99's solution](#)

215.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[Zbyszek99's solution](#)

216.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[Zbyszek99's solution](#)

217.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[Zbyszek99's solution](#)

218.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Zbyszek99's solution](#)

219.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[Zbyszek99's solution](#)

220.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[Zbyszek99's solution](#)

221.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Zbyszek99's solution](#)

222.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Zbyszek99's solution](#)

223.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Zbyszek99's solution](#)

224.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Zbyszek99's solution](#)

225.

2150C

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

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Zbyszek99's solution](#)

226.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Zbyszek99's solution](#)

227.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Zbyszek99's solution](#)

228.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Zbyszek99's solution](#)

229.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Zbyszek99's solution](#)

230.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Zbyszek99's solution](#)

231.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Zbyszek99's solution](#)

232.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Zbyszek99's solution](#)

233.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Zbyszek99's solution](#)

234.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Zbyszek99's solution](#)

235.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[Zbyszek99's solution](#)

236.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Zbyszek99's solution](#)

237.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Zbyszek99's solution](#)

238.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Zbyszek99's solution](#)

239.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Zbyszek99's solution](#)

240.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Zbyszek99's solution](#)

241.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Zbyszek99's solution](#)

242.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Zbyszek99's solution](#)

243.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Zbyszek99's solution](#)

244.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Zbyszek99's solution](#)

245.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Zbyszek99's solution](#)

246.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Zbyszek99's solution](#)

247.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Zbyszek99's solution](#)

248.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Zbyszek99's solution](#)

249.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Zbyszek99's solution](#)

250.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Zbyszek99's solution](#)

251.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Zbyszek99's solution](#)

252.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Zbyszek99's solution](#)

253.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Zbyszek99's solution](#)

254.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Zbyszek99's solution](#)

255.

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Zbyszek99's solution](#)

256.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive, math

[Zbyszek99's solution](#)

257.

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Zbyszek99's solution](#)

258.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Zbyszek99's solution](#)

259.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Zbyszek99's solution](#)

260.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Zbyszek99's solution](#)

261.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Zbyszek99's solution](#)

262.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Zbyszek99's solution](#)

263.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Zbyszek99's solution](#)

264.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Zbyszek99's solution](#)

265.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Zbyszek99's solution](#)

266.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Zbyszek99's solution](#)

267.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Zbyszek99's solution](#)

268.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Zbyszek99's solution](#)

269.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zbyszek99's solution](#)

270.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Zbyszek99's solution](#)

271.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Zbyszek99's solution](#)

272.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Zbyszek99's solution](#)

273.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Zbyszek99's solution](#)

274.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Zbyszek99's solution](#)

275.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Zbyszek99's solution](#)

276.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Zbyszek99's solution](#)

277.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Zbyszek99's solution](#)

278.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Zbyszek99's solution](#)

279.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Zbyszek99's solution](#)

280.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Zbyszek99's solution](#)

281.

715B

[Complete The Graph · Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Zbyszek99's solution](#)

282.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Zbyszek99's solution](#)

283.

1601C

[Optimal Insertion · Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Zbyszek99's solution](#)

284.

1843F2

[Omsk Metro \(hard version\) · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Zbyszek99's solution](#)

285.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\) · Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Zbyszek99's solution](#)

286.

1834E

[MEX of LCM · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Zbyszek99's solution](#)

287.

1654E

[Arithmetic Operations · Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[Zbyszek99's solution](#)

288.

1592D

[Hemose in ICPC ? · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Zbyszek99's solution](#)

289.

1625D

[Binary Spiders · Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures,

implementation, math, sortings, trees

[Zbyszek99's solution](#)

290.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Zbyszek99's solution](#)

291.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Zbyszek99's solution](#)

292.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Zbyszek99's solution](#)

293.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Zbyszek99's solution](#)

294.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, fft, math

[Zbyszek99's solution](#)

295.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Zbyszek99's solution](#)

296.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[Zbyszek99's solution](#)

297.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Zbyszek99's solution](#)

298.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, hashing

[Zbyszek99's solution](#)

299.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dfs and similar, greedy, trees

[Zbyszek99's solution](#)

300.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Zbyszek99's solution](#)

301.

1849E

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

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-08-24 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Zbyszek99's solution](#)

302.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, ternary search

[Zbyszek99's solution](#)

303.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Zbyszek99's solution](#)

304.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Zbyszek99's solution](#)

305.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2024-08-26 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[Zbyszek99's solution](#)

306.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Zbyszek99's solution](#)

307.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Zbyszek99's solution](#)

308.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Zbyszek99's solution](#)

309.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu,

trees

[Zbyszek99's solution](#)

310.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Zbyszek99's solution](#)

311.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Zbyszek99's solution](#)

312.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Zbyszek99's solution](#)

313.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Zbyszek99's solution](#)

314.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Zbyszek99's solution](#)

315.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Zbyszek99's solution](#)

316.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Zbyszek99's solution](#)

317.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Zbyszek99's solution](#)

318.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Zbyszek99's solution](#)

319.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Zbyszek99's solution](#)

320.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Zbyszek99's solution](#)

321.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Zbyszek99's solution](#)

322.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Zbyszek99's solution](#)

323.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Zbyszek99's solution](#)

324.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Zbyszek99's solution](#)

325.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Zbyszek99's solution](#)

326.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[Zbyszek99's solution](#)

327.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Zbyszek99's solution](#)

328.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Zbyszek99's solution](#)

329.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-17 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Zbyszek99's solution](#)

330.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Zbyszek99's solution](#)

331.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Zbyszek99's solution](#)

332.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Zbyszek99's solution](#)

333.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Zbyszek99's solution](#)

334.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[Zbyszek99's solution](#)

335.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[Zbyszek99's solution](#)

336.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Zbyszek99's solution](#)

337.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Zbyszek99's solution](#)

338.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[Zbyszek99's solution](#)

339.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[Zbyszek99's solution](#)

340.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Zbyszek99's solution](#)

341.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Zbyszek99's solution](#)

342.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Zbyszek99's solution](#)

343.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Zbyszek99's solution](#)

344.

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Zbyszek99's solution](#)

345.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Zbyszek99's solution](#)

346.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Zbyszek99's solution](#)

347.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Zbyszek99's solution](#)

348.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Zbyszek99's solution](#)

349.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[Zbyszek99's solution](#)

350.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Zbyszek99's solution](#)

351.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Zbyszek99's solution](#)

352.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Zbyszek99's solution](#)

353.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Zbyszek99's solution](#)

354.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[Zbyszek99's solution](#)

355.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Zbyszek99's solution](#)

356.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Zbyszek99's solution](#)

357.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Zbyszek99's solution](#)

358.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-10-06 · last AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Zbyszek99's solution](#)

359.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory

[Zbyszek99's solution](#)

360.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Zbyszek99's solution](#)

361.

1099F

[Cookies · Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Zbyszek99's solution](#)

362.

1239D

[Catowice City · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Zbyszek99's solution](#)

363.

1860E

[Fast Travel Text Editor · Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Zbyszek99's solution](#)

364.

1491E

[Fib-tree · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Zbyszek99's solution](#)

365.

1078C

[Vasya and Maximum Matching · Tutorial](#)

Rating: 2400 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[Zbyszek99's solution](#)

366.

1032F

[Vasya and Maximum Matching · Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Zbyszek99's solution](#)

367.

2030F

[Orangutan Approved Subarrays · Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Zbyszek99's solution](#)

368.

1304F2

[Animal Observation \(hard version\) · Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Zbyszek99's solution](#)

369.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[Zbyszek99's solution](#)

370.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Zbyszek99's solution](#)

371.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Zbyszek99's solution](#)

372.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[Zbyszek99's solution](#)

373.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Zbyszek99's solution](#)

374.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Zbyszek99's solution](#)

375.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, hashing

[Zbyszek99's solution](#)

376.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[Zbyszek99's solution](#)

377.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Zbyszek99's solution](#)

378.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data

structures, dp, graphs, implementation, sortings

[Zbyszek99's solution](#)

379.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Zbyszek99's solution](#)

380.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Zbyszek99's solution](#)

381.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Zbyszek99's solution](#)

382.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Zbyszek99's solution](#)

383.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Zbyszek99's solution](#)

384.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Zbyszek99's solution](#)

385.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Zbyszek99's solution](#)

386.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Zbyszek99's solution](#)

387.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Zbyszek99's solution](#)

388.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Zbyszek99's solution](#)

389.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[Zbyszek99's solution](#)

390.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Zbyszek99's solution](#)

391.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Zbyszek99's solution](#)

392.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Zbyszek99's solution](#)

393.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Zbyszek99's solution](#)

394.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Zbyszek99's solution](#)

395.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Zbyszek99's solution](#)

396.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Zbyszek99's solution](#)

397.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Zbyszek99's solution](#)

398.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[Zbyszek99's solution](#)

399.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[Zbyszek99's solution](#)

400.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[Zbyszek99's solution](#)

401.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[Zbyszek99's solution](#)

402.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[Zbyszek99's solution](#)

403.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory
[Zbyszek99's solution](#)

404.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings
[Zbyszek99's solution](#)

405.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Zbyszek99's solution](#)

406.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
[Zbyszek99's solution](#)

407.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[Zbyszek99's solution](#)

408.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings
[Zbyszek99's solution](#)

409.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[Zbyszek99's solution](#)

410.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[Zbyszek99's solution](#)

411.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities
[Zbyszek99's solution](#)

412.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[Zbyszek99's solution](#)

413.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[Zbyszek99's solution](#)

414.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[Zbyszek99's solution](#)

415.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[Zbyszek99's solution](#)

416.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
[Zbyszek99's solution](#)

417.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-08-28 · last AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[Zbyszek99's solution](#)

418.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures

[Zbyszek99's solution](#)

419.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Zbyszek99's solution](#)

420.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Zbyszek99's solution](#)

421.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Zbyszek99's solution](#)

422.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Zbyszek99's solution](#)

423.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Zbyszek99's solution](#)

424.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Zbyszek99's solution](#)

425.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Zbyszek99's solution](#)

426.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Zbyszek99's solution](#)

427.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Zbyszek99's solution](#)

428.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Zbyszek99's solution](#)

429.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Zbyszek99's solution](#)

430.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Zbyszek99's solution](#)

431.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Zbyszek99's solution](#)

432.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Zbyszek99's solution](#)

433.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Zbyszek99's solution](#)

434.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[Zbyszek99's solution](#)

435.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Zbyszek99's solution](#)

436.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Zbyszek99's solution](#)

437.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Zbyszek99's solution](#)

438.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Zbyszek99's solution](#)

439.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Zbyszek99's solution](#)

440.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[Zbyszek99's solution](#)

441.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Zbyszek99's solution](#)

442.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Zbyszek99's solution](#)

443.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, matrices

[Zbyszek99's solution](#)

444.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[Zbyszek99's solution](#)

445.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Zbyszek99's solution](#)

446.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Zbyszek99's solution](#)

447.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zbyszek99's solution](#)

448.

104479F

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zbyszek99's solution](#)

449.

105706A

[Neq Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zbyszek99's solution](#)

450.

105706B

[Error of 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zbyszek99's solution](#)

451.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zbyszek99's solution](#)

452.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zbyszek99's solution](#)

453.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zbyszek99's solution](#)

454.

105114K

[Kinda Ok Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Zbyszek99's solution](#)

455.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zbyszek99's solution](#)

456.

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zbyszek99's solution](#)

457.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zbyszek99's solution](#)

458.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zbyszek99's solution](#)