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Unique solved — Zesty Fox

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1787A
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1746A
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13.

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1615A

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15.

1582A

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29.

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30.

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31.

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1445A

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39.

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1737A

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1726A

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48.

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1844B

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50.

1804B

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1566C

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56.

1450B

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57.

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61.

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1375A

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1496B

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75.

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76.

1428C

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77.

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78.

1641A

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79.

1799B

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80.

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81.

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82.

1656C

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1637C

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85.

1586B

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1375B

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89.

1497B

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90.

1497C1

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1491B

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92.

1537C

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1496C

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94.

1437B

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1428B

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96.

1844C

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97.

1815A

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98.

1788C

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100.

1746C

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101.

1737B

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Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Zesty_Fox's solution](#)

102.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Zesty_Fox's solution](#)

103.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Zesty_Fox's solution](#)

104.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Zesty_Fox's solution](#)

105.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zesty_Fox's solution](#)

106.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Zesty_Fox's solution](#)

107.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Zesty_Fox's solution](#)

108.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Zesty_Fox's solution](#)

109.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Zesty_Fox's solution](#)

110.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[Zesty_Fox's solution](#)

111.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Zesty_Fox's solution](#)

112.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Zesty_Fox's solution](#)

113.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Zesty_Fox's solution](#)

114.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Zesty_Fox's solution](#)

115.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Zesty_Fox's solution](#)

116.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Zesty_Fox's solution](#)

117.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[Zesty_Fox's solution](#)

118.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp

[Zesty_Fox's solution](#)

119.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Zesty_Fox's solution](#)

120.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Zesty_Fox's solution](#)

121.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Zesty_Fox's solution](#)

122.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Zesty_Fox's solution](#)

123.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Zesty_Fox's solution](#)

124.

1753A2

[Make Nonzero Sum \(hard version\) · Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Zesty_Fox's solution](#)

125.

1737C

[Ela and Crickets · Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Zesty_Fox's solution](#)

126.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Zesty_Fox's solution](#)

127.

1710A

[Color the Picture · Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

128.

316E1

[Summer Homework · Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Zesty_Fox's solution](#)

129.

1630A

[And Matching · Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Zesty_Fox's solution](#)

130.

1621B

[Integers Shop · Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Zesty_Fox's solution](#)

131.

1299A

[Anu Has a Function · Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Zesty_Fox's solution](#)

132.

1484B

[Restore Modulo · Tutorial](#)

Rating: 1500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Zesty_Fox's solution](#)

133.

1492C

[Maximum width · Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Zesty_Fox's solution](#)

134.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Zesty_Fox's solution](#)

135.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Zesty_Fox's solution](#)

136.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Zesty_Fox's solution](#)

137.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Zesty_Fox's solution](#)

138.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Zesty_Fox's solution](#)

139.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[Zesty_Fox's solution](#)

140.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,725 global accepts · Rating: 1500 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Zesty_Fox's solution](#)

141.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Zesty_Fox's solution](#)

142.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Zesty_Fox's solution](#)

143.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Zesty_Fox's solution](#)

144.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Zesty_Fox's solution](#)

145.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Zesty_Fox's solution](#)

146.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zesty_Fox's solution](#)

147.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Zesty_Fox's solution](#)

148.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Zesty_Fox's solution](#)

149.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Zesty_Fox's solution](#)

150.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[Zesty_Fox's solution](#)

151.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Zesty_Fox's solution](#)

152.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Zesty_Fox's solution](#)

153.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: math

[Zesty_Fox's solution](#)

154.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Zesty_Fox's solution](#)

155.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Zesty_Fox's solution](#)

156.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zesty_Fox's solution](#)

157.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Zesty_Fox's solution](#)

158.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Zesty_Fox's solution](#)

159.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Zesty_Fox's solution](#)

160.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Zesty_Fox's solution](#)

161.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Zesty_Fox's solution](#)

162.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Zesty_Fox's solution](#)

163.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Zesty_Fox's solution](#)

164.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Zesty_Fox's solution](#)

165.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Zesty_Fox's solution](#)

166.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Zesty_Fox's solution](#)

167.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Zesty_Fox's solution](#)

168.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Zesty_Fox's solution](#)

169.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Zesty_Fox's solution](#)

170.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Zesty_Fox's solution](#)

171.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Zesty_Fox's solution](#)

172.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Zesty_Fox's solution](#)

173.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: games, math, number theory

[Zesty_Fox's solution](#)

174.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Zesty_Fox's solution](#)

175.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Zesty_Fox's solution](#)

176.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Zesty_Fox's solution](#)

177.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules

[Zesty_Fox's solution](#)

178.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Zesty_Fox's solution](#)

179.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[Zesty_Fox's solution](#)

180.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[Zesty_Fox's solution](#)

181.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Zesty_Fox's solution](#)

182.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · last AC: 2020-10-12 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Zesty_Fox's solution](#)

183.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Zesty_Fox's solution](#)

184.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, greedy, two pointers

[Zesty_Fox's solution](#)

185.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Zesty_Fox's solution](#)

186.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Zesty_Fox's solution](#)

187.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Zesty_Fox's solution](#)

188.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Zesty_Fox's solution](#)

189.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Zesty_Fox's solution](#)

190.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Zesty_Fox's solution](#)

191.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Zesty_Fox's solution](#)

192.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Zesty_Fox's solution](#)

193.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Zesty_Fox's solution](#)

194.

1549D

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

Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[Zesty_Fox's solution](#)

195.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Zesty_Fox's solution](#)

196.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Zesty_Fox's solution](#)

197.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Zesty_Fox's solution](#)

198.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Zesty_Fox's solution](#)

199.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Zesty_Fox's solution](#)

200.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Zesty_Fox's solution](#)

201.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Zesty_Fox's solution](#)

202.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Zesty_Fox's solution](#)

203.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Zesty_Fox's solution](#)

204.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Zesty_Fox's solution](#)

205.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Zesty_Fox's solution](#)

206.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Zesty_Fox's solution](#)

207.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

208.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Zesty_Fox's solution](#)

209.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Zesty_Fox's solution](#)

210.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Zesty_Fox's solution](#)

211.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zesty_Fox's solution](#)

212.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

213.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Zesty_Fox's solution](#)

214.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Zesty_Fox's solution](#)

215.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Zesty_Fox's solution](#)

216.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Zesty_Fox's solution](#)

217.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Zesty_Fox's solution](#)

218.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Zesty_Fox's solution](#)

219.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games

[Zesty_Fox's solution](#)

220.

1245D

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

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2021-02-21 · last AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Zesty_Fox's solution](#)

221.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: dp, dsu, trees

[Zesty_Fox's solution](#)

222.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Zesty_Fox's solution](#)

223.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Zesty_Fox's solution](#)

224.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[Zesty_Fox's solution](#)

225.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Zesty_Fox's solution](#)

226.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Zesty_Fox's solution](#)

227.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: binary search, math

[Zesty_Fox's solution](#)

228.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Zesty_Fox's solution](#)

229.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Zesty_Fox's solution](#)

230.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Zesty_Fox's solution](#)

231.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Zesty_Fox's solution](#)

232.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Zesty_Fox's solution](#)

233.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Zesty_Fox's solution](#)

234.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Zesty_Fox's solution](#)

235.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Zesty_Fox's solution](#)

236.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Zesty_Fox's solution](#)

237.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Zesty_Fox's solution](#)

238.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Zesty_Fox's solution](#)

239.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Zesty_Fox's solution](#)

240.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Zesty_Fox's solution](#)

241.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Zesty_Fox's solution](#)

242.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Zesty_Fox's solution](#)

243.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Zesty_Fox's solution](#)

244.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[Zesty_Fox's solution](#)

245.

1142B

[Lynyrd Skynyrđ · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Zesty_Fox's solution](#)

246.

1103B

[Game with modulo · Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2021-07-13 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Zesty_Fox's solution](#)

247.

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Zesty_Fox's solution](#)

248.

1493C

[K-beautiful Strings · Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Zesty_Fox's solution](#)

249.

27E

[Number With The Given Amount Of Divisors · Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-03-01 · last AC: 2021-03-01 · Clang++17 Diagnostics (first AC) · Tags: brute force, dp, number theory

[Zesty_Fox's solution](#)

250.

666B

[World Tour · Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Zesty_Fox's solution](#)

251.

720A

[Closing ceremony · Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: greedy

[Zesty_Fox's solution](#)

252.

1799D2

[Hot Start Up \(hard version\) · Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Zesty_Fox's solution](#)

253.

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

254.

1762D

[GCD Queries · Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Zesty_Fox's solution](#)

255.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Zesty_Fox's solution](#)

256.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Zesty_Fox's solution](#)

257.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Zesty_Fox's solution](#)

258.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Zesty_Fox's solution](#)

259.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

260.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Zesty_Fox's solution](#)

261.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[Zesty_Fox's solution](#)

262.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Zesty_Fox's solution](#)

263.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

264.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Zesty_Fox's solution](#)

265.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Zesty_Fox's solution](#)

266.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Zesty_Fox's solution](#)

267.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

268.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Zesty_Fox's solution](#)

269.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Zesty_Fox's solution](#)

270.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[Zesty_Fox's solution](#)

271.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Zesty_Fox's solution](#)

272.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Zesty_Fox's solution](#)

273.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[Zesty_Fox's solution](#)

274.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Zesty_Fox's solution](#)

275.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Zesty_Fox's solution](#)

276.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Zesty_Fox's solution](#)

277.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: dp, graphs

[Zesty_Fox's solution](#)

278.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Zesty_Fox's solution](#)

279.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Zesty_Fox's solution](#)

280.

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Zesty_Fox's solution](#)

281.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Zesty_Fox's solution](#)

282.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Zesty_Fox's solution](#)

283.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Zesty_Fox's solution](#)

284.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Zesty_Fox's solution](#)

285.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

286.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Zesty_Fox's solution](#)

287.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Zesty_Fox's solution](#)

288.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Zesty_Fox's solution](#)

289.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2021-12-31 · last AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Zesty_Fox's solution](#)

290.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Zesty_Fox's solution](#)

291.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Zesty_Fox's solution](#)

292.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Zesty_Fox's solution](#)

293.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Zesty_Fox's solution](#)

294.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Zesty_Fox's solution](#)

295.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Zesty_Fox's solution](#)

296.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Zesty_Fox's solution](#)

297.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Zesty_Fox's solution](#)

298.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Zesty_Fox's solution](#)

299.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

300.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[Zesty_Fox's solution](#)

301.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Zesty_Fox's solution](#)

302.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Zesty_Fox's solution](#)

303.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Zesty_Fox's solution](#)

304.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-03-07 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Zesty_Fox's solution](#)

305.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Zesty_Fox's solution](#)

306.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Zesty_Fox's solution](#)

307.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-11-18 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[Zesty_Fox's solution](#)

308.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Zesty_Fox's solution](#)

309.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: dfs and similar

[Zesty_Fox's solution](#)

310.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

311.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-11-11 · last AC: 2020-11-11 · Clang++17 Diagnostics (first AC) · Tags: brute force, data structures, math, sortings

[Zesty_Fox's solution](#)

312.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

313.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Zesty_Fox's solution](#)

314.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Zesty_Fox's solution](#)

315.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Zesty_Fox's solution](#)

316.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Zesty_Fox's solution](#)

317.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Zesty_Fox's solution](#)

318.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Zesty_Fox's solution](#)

319.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Zesty_Fox's solution](#)

320.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Zesty_Fox's solution](#)

321.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Zesty_Fox's solution](#)

322.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Zesty_Fox's solution](#)

323.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Zesty_Fox's solution](#)

324.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Zesty_Fox's solution](#)

325.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Zesty_Fox's solution](#)

326.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Zesty_Fox's solution](#)

327.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Zesty_Fox's solution](#)

328.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Zesty_Fox's solution](#)

329.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Zesty_Fox's solution](#)

330.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Zesty_Fox's solution](#)

331.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Zesty_Fox's solution](#)

332.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Zesty_Fox's solution](#)

333.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Zesty_Fox's solution](#)

334.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[Zesty_Fox's solution](#)

335.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Zesty_Fox's solution](#)

336.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Zesty_Fox's solution](#)

337.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Zesty_Fox's solution](#)

338.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Zesty_Fox's solution](#)

339.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Zesty_Fox's solution](#)

340.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Zesty_Fox's solution](#)

341.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Zesty_Fox's solution](#)

342.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Zesty_Fox's solution](#)

343.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Zesty_Fox's solution](#)

344.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: geometry, number theory

[Zesty_Fox's solution](#)

345.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Zesty_Fox's solution](#)

346.

1495C

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

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Zesty_Fox's solution](#)

347.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[Zesty_Fox's solution](#)

348.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

349.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Zesty_Fox's solution](#)

350.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: brute force, dp

[Zesty_Fox's solution](#)

351.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Zesty_Fox's solution](#)

352.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Zesty_Fox's solution](#)

353.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Zesty_Fox's solution](#)

354.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Zesty_Fox's solution](#)

355.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Zesty_Fox's solution](#)

356.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Zesty_Fox's solution](#)

357.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Zesty_Fox's solution](#)

358.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Zesty_Fox's solution](#)

359.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Zesty_Fox's solution](#)

360.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Zesty_Fox's solution](#)

361.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Zesty_Fox's solution](#)

362.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Zesty_Fox's solution](#)

363.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Zesty_Fox's solution](#)

364.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Zesty_Fox's solution](#)

365.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Zesty_Fox's solution](#)

366.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Zesty_Fox's solution](#)

367.

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Zesty_Fox's solution](#)

368.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Zesty_Fox's solution](#)

369.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Zesty_Fox's solution](#)

370.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Zesty_Fox's solution](#)

371.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Zesty_Fox's solution](#)

372.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Zesty_Fox's solution](#)

373.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Zesty_Fox's solution](#)

374.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Zesty_Fox's solution](#)

375.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Zesty_Fox's solution](#)

376.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Zesty_Fox's solution](#)

377.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Zesty_Fox's solution](#)

378.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Zesty_Fox's solution](#)

379.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Zesty_Fox's solution](#)

380.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-09-10 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Zesty_Fox's solution](#)

381.

1450F

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

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Zesty_Fox's solution](#)

382.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-11-10 · last AC: 2021-09-04 · GNU C++11 (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

383.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

384.

915F

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

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Zesty_Fox's solution](#)

385.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory,

trees

[Zesty_Fox's solution](#)

386.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2021-07-04 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: binary search, graphs, math, shortest paths

[Zesty_Fox's solution](#)

387.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2021-03-31 · last AC: 2021-03-31 · GNU C++11 (first AC) · Tags: binary search, graphs

[Zesty_Fox's solution](#)

388.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: data structures, trees

[Zesty_Fox's solution](#)

389.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Zesty_Fox's solution](#)

390.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, graphs, matrices

[Zesty_Fox's solution](#)

391.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2020-11-11 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Zesty_Fox's solution](#)

392.

115E

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

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: data structures, dp

[Zesty_Fox's solution](#)

393.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Zesty_Fox's solution](#)

394.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[Zesty_Fox's solution](#)

395.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Zesty_Fox's solution](#)

396.

1198E

[Rectangle Painting 2 · Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[Zesty_Fox's solution](#)

397.

1842F

[Tenzing and Tree · Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Zesty_Fox's solution](#)

398.

1835B

[Lottery · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Zesty_Fox's solution](#)

399.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Zesty_Fox's solution](#)

400.

1787F

[Inverse Transformation · Tutorial](#)

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Zesty_Fox's solution](#)

401.

1783F

[Double Sort II · Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Zesty_Fox's solution](#)

402.

1779F

[Xorcerer's Stones · Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Zesty_Fox's solution](#)

403.

1764F

[Doremy's Experimental Tree · Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Zesty_Fox's solution](#)

404.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Zesty_Fox's solution](#)

405.

1737E

[Ela Goes Hiking · Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zesty_Fox's solution](#)

406.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Zesty_Fox's solution](#)

407.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Zesty_Fox's solution](#)

408.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Zesty_Fox's solution](#)

409.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zesty_Fox's solution](#)

410.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Zesty_Fox's solution](#)

411.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Zesty_Fox's solution](#)

412.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Zesty_Fox's solution](#)

413.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Zesty_Fox's solution](#)

414.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Zesty_Fox's solution](#)

415.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and

similar, divide and conquer, dp, graphs, trees

[Zesty_Fox's solution](#)

416.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Zesty_Fox's solution](#)

417.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Zesty_Fox's solution](#)

418.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[Zesty_Fox's solution](#)

419.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Zesty_Fox's solution](#)

420.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Zesty_Fox's solution](#)

421.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Zesty_Fox's solution](#)

422.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Zesty_Fox's solution](#)

423.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Zesty_Fox's solution](#)

424.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Zesty_Fox's solution](#)

425.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Zesty_Fox's solution](#)

426.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Zesty_Fox's solution](#)

427.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Zesty_Fox's solution](#)

428.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-08-12 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

429.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Zesty_Fox's solution](#)

430.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings

[Zesty_Fox's solution](#)

431.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Zesty_Fox's solution](#)

432.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Zesty_Fox's solution](#)

433.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2021-02-26 · last AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Zesty_Fox's solution](#)

434.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[Zesty_Fox's solution](#)

435.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: binary search, dp, math

[Zesty_Fox's solution](#)

436.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Zesty_Fox's solution](#)

437.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

438.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Zesty_Fox's solution](#)

439.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Zesty_Fox's solution](#)

440.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Zesty_Fox's solution](#)

441.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

442.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Zesty_Fox's solution](#)

443.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Zesty_Fox's solution](#)

444.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[Zesty_Fox's solution](#)

445.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Zesty_Fox's solution](#)

446.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Zesty_Fox's solution](#)

447.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

448.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Zesty_Fox's solution](#)

449.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Zesty_Fox's solution](#)

450.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Zesty_Fox's solution](#)

451.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Zesty_Fox's solution](#)

452.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Zesty_Fox's solution](#)

453.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Zesty_Fox's solution](#)

454.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Zesty_Fox's solution](#)

455.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Zesty_Fox's solution](#)

456.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Zesty_Fox's solution](#)

457.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[Zesty_Fox's solution](#)

458.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Zesty_Fox's solution](#)

459.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Zesty_Fox's solution](#)

460.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Zesty_Fox's solution](#)

461.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zesty_Fox's solution](#)

462.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Zesty_Fox's solution](#)

463.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: data structures, trees

[Zesty_Fox's solution](#)

464.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[Zesty_Fox's solution](#)

465.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Zesty_Fox's solution](#)

466.

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Zesty_Fox's solution](#)

467.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Zesty_Fox's solution](#)

468.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Zesty_Fox's solution](#)

469.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-07-13 · last AC: 2025-09-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Zesty_Fox's solution](#)

470.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[Zesty_Fox's solution](#)

471.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Zesty_Fox's solution](#)

472.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Zesty_Fox's solution](#)

473.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Zesty_Fox's solution](#)

474.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Zesty_Fox's solution](#)

475.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Zesty_Fox's solution](#)

476.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Zesty_Fox's solution](#)

477.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[Zesty_Fox's solution](#)

478.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Zesty_Fox's solution](#)

479.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Zesty_Fox's solution](#)

480.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Zesty_Fox's solution](#)

481.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Zesty_Fox's solution](#)

482.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Zesty_Fox's solution](#)

483.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Zesty_Fox's solution](#)

484.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Zesty_Fox's solution](#)

485.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Zesty_Fox's solution](#)

486.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Zesty_Fox's solution](#)

487.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[Zesty_Fox's solution](#)

488.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Zesty_Fox's solution](#)

489.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[Zesty_Fox's solution](#)

490.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Zesty_Fox's solution](#)

491.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Zesty_Fox's solution](#)

492.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2021-12-23 · last AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Zesty_Fox's solution](#)

493.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Zesty_Fox's solution](#)

494.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · last AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Zesty_Fox's solution](#)

495.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Zesty_Fox's solution](#)

496.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs

[Zesty_Fox's solution](#)

497.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Zesty_Fox's solution](#)

498.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Zesty_Fox's solution](#)

499.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Zesty_Fox's solution](#)

500.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Zesty_Fox's solution](#)

501.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Zesty_Fox's solution](#)

502.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Zesty_Fox's solution](#)

503.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Zesty_Fox's solution](#)

504.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Zesty_Fox's solution](#)

505.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Zesty_Fox's solution](#)

506.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Zesty_Fox's solution](#)

507.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Zesty_Fox's solution](#)

508.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Zesty_Fox's solution](#)

509.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Zesty_Fox's solution](#)

510.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Zesty_Fox's solution](#)

511.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Zesty_Fox's solution](#)

512.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Zesty_Fox's solution](#)

513.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Zesty_Fox's solution](#)

514.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: math, matrices

[Zesty_Fox's solution](#)

515.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities

[Zesty_Fox's solution](#)

516.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Zesty_Fox's solution](#)

517.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

518.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Zesty_Fox's solution](#)

519.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zesty_Fox's solution](#)

520.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Zesty_Fox's solution](#)

521.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Zesty_Fox's solution](#)

522.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Zesty_Fox's solution](#)

523.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[Zesty_Fox's solution](#)

524.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Zesty_Fox's solution](#)

525.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Zesty_Fox's solution](#)

526.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[Zesty_Fox's solution](#)

527.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Zesty_Fox's solution](#)

528.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Zesty_Fox's solution](#)

529.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[Zesty_Fox's solution](#)

530.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Zesty_Fox's solution](#)

531.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Zesty_Fox's solution](#)

532.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Zesty_Fox's solution](#)

533.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings

[Zesty_Fox's solution](#)

534.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Zesty_Fox's solution](#)

535.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

536.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Zesty_Fox's solution](#)

537.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[Zesty_Fox's solution](#)

538.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-09-10 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Zesty_Fox's solution](#)

539.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: math, matrices

[Zesty_Fox's solution](#)

540.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Zesty_Fox's solution](#)

541.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Zesty_Fox's solution](#)

542.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: math

[Zesty_Fox's solution](#)

543.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Zesty_Fox's solution](#)

544.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[Zesty_Fox's solution](#)

545.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Zesty_Fox's solution](#)

546.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Zesty_Fox's solution](#)

547.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Zesty_Fox's solution](#)

548.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[Zesty_Fox's solution](#)

549.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Zesty_Fox's solution](#)

550.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Zesty_Fox's solution](#)

551.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, trees

[Zesty_Fox's solution](#)

552.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Zesty_Fox's solution](#)

553.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Zesty_Fox's solution](#)

554.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Zesty_Fox's solution](#)

555.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[Zesty_Fox's solution](#)

556.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[Zesty_Fox's solution](#)

557.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Zesty_Fox's solution](#)

558.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Zesty_Fox's solution](#)

559.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[Zesty_Fox's solution](#)

560.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Zesty_Fox's solution](#)

561.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[Zesty_Fox's solution](#)

562.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, trees

[Zesty_Fox's solution](#)

563.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[Zesty_Fox's solution](#)

564.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Zesty_Fox's solution](#)

565.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[Zesty_Fox's solution](#)

566.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Zesty_Fox's solution](#)

567.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2021-07-13 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures, dfs and

similar, trees

[Zesty_Fox's solution](#)

568.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Zesty_Fox's solution](#)

569.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Zesty_Fox's solution](#)

570.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Zesty_Fox's solution](#)

571.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[Zesty_Fox's solution](#)

572.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: brute force, math, probabilities

[Zesty_Fox's solution](#)

573.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[Zesty_Fox's solution](#)

574.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-06 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zesty_Fox's solution](#)

575.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Zesty_Fox's solution](#)

576.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Zesty_Fox's solution](#)

577.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Zesty_Fox's solution](#)

578.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Zesty_Fox's solution](#)

579.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Zesty_Fox's solution](#)

580.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Zesty_Fox's solution](#)

581.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Zesty_Fox's solution](#)

582.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Zesty_Fox's solution](#)

583.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Zesty_Fox's solution](#)

584.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Zesty_Fox's solution](#)

585.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Zesty_Fox's solution](#)

586.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Zesty_Fox's solution](#)

587.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

588.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Zesty_Fox's solution](#)

589.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Zesty_Fox's solution](#)

590.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Zesty_Fox's solution](#)

591.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Zesty_Fox's solution](#)

592.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Zesty_Fox's solution](#)

593.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Zesty_Fox's solution](#)

594.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Zesty_Fox's solution](#)

595.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Zesty_Fox's solution](#)

596.

1063E

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

Quality: 402 global accepts · Rating: 3000 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Zesty_Fox's solution](#)

597.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Zesty_Fox's solution](#)

598.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, two pointers

[Zesty_Fox's solution](#)

599.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Zesty_Fox's solution](#)

600.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-02 · last AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Zesty_Fox's solution](#)

601.

1163F

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

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Zesty_Fox's solution](#)

602.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[Zesty_Fox's solution](#)

603.

1320E

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

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Zesty_Fox's solution](#)

604.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, dp

[Zesty_Fox's solution](#)

605.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[Zesty_Fox's solution](#)

606.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

607.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Zesty_Fox's solution](#)

608.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Zesty_Fox's solution](#)

609.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[Zesty_Fox's solution](#)

610.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[Zesty_Fox's solution](#)

611.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Zesty_Fox's solution](#)

612.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Zesty_Fox's solution](#)

613.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Zesty_Fox's solution](#)

614.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Zesty_Fox's solution](#)

615.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[Zesty_Fox's solution](#)

616.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

617.

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Zesty_Fox's solution](#)

618.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Zesty_Fox's solution](#)

619.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Zesty_Fox's solution](#)

620.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Zesty_Fox's solution](#)

621.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Zesty_Fox's solution](#)

622.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Zesty_Fox's solution](#)

623.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Zesty_Fox's solution](#)

624.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Zesty_Fox's solution](#)

625.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[Zesty_Fox's solution](#)

626.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: graph matchings

[Zesty_Fox's solution](#)

627.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Zesty_Fox's solution](#)

628.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Zesty_Fox's solution](#)

629.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Zesty_Fox's solution](#)

630.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Zesty_Fox's solution](#)

631.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Zesty_Fox's solution](#)

632.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

633.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Zesty_Fox's solution](#)

634.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Zesty_Fox's solution](#)

635.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: number theory, trees

[Zesty_Fox's solution](#)

636.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Zesty_Fox's solution](#)

637.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Zesty_Fox's solution](#)

638.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Zesty_Fox's solution](#)

639.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Zesty_Fox's solution](#)

640.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Zesty_Fox's solution](#)

641.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Zesty_Fox's solution](#)

642.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Zesty_Fox's solution](#)

643.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

644.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Zesty_Fox's solution](#)

645.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Zesty_Fox's solution](#)

646.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zesty_Fox's solution](#)

647.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Zesty_Fox's solution](#)

648.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[Zesty_Fox's solution](#)

649.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Zesty_Fox's solution](#)

650.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Zesty_Fox's solution](#)

651.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Zesty_Fox's solution](#)

652.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Zesty_Fox's solution](#)

653.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

654.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

655.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[Zesty_Fox's solution](#)

656.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2021-02-22 · last AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Zesty_Fox's solution](#)

657.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[Zesty_Fox's solution](#)

658.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Zesty_Fox's solution](#)

659.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[Zesty_Fox's solution](#)

660.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[Zesty_Fox's solution](#)

661.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

662.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Zesty_Fox's solution](#)

663.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Zesty_Fox's solution](#)

664.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Zesty_Fox's solution](#)

665.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: games, interactive

[Zesty_Fox's solution](#)

666.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Zesty_Fox's solution](#)

667.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, math, trees

[Zesty_Fox's solution](#)

668.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Zesty_Fox's solution](#)

669.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Zesty_Fox's solution](#)

670.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

671.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Zesty_Fox's solution](#)

672.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[Zesty_Fox's solution](#)

673.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Zesty_Fox's solution](#)

674.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Zesty_Fox's solution](#)

675.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Zesty_Fox's solution](#)

676.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Zesty_Fox's solution](#)

677.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Zesty_Fox's solution](#)

678.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Zesty_Fox's solution](#)

679.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

680.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zesty_Fox's solution](#)

681.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Zesty_Fox's solution](#)

682.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Zesty_Fox's solution](#)

683.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Zesty_Fox's solution](#)

684.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: games

[Zesty_Fox's solution](#)

685.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[Zesty_Fox's solution](#)

686.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Zesty_Fox's solution](#)

687.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Zesty_Fox's solution](#)

688.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Zesty_Fox's solution](#)

689.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

690.

1491I

[Ruler Of The Zoo](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Zesty_Fox's solution](#)

691.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[Zesty_Fox's solution](#)

692.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Zesty_Fox's solution](#)

693.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Zesty_Fox's solution](#)

694.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Zesty_Fox's solution](#)

695.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

696.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

697.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

698.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

699.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

700.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

701.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

702.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

703.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

704.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zesty_Fox's solution](#)

705.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

706.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

707.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

708.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

709.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

710.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

711.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

712.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

713.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

714.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

715.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

716.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

717.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

718.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

719.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

720.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

721.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

722.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

723.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

724.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

725.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

726.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

727.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

728.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

729.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

730.

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

731.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

732.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

733.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

734.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

735.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

736.

104821E

[Extending Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

737.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

738.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

739.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

740.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

741.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

742.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

743.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

744.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

745.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

746.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

747.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

748.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

749.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

750.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

751.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

752.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

753.

104976K

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

754.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

755.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

756.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

757.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

758.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

759.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

760.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

761.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

762.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

763.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

764.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

765.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

766.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

767.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

768.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

769.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

770.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

771.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

772.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

773.

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

774.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

775.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

776.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

777.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

778.

103470K

[Ancient Magic Circle in Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · last AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

779.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

780.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

781.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

782.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

783.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

784.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

785.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

786.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zesty_Fox's solution](#)

787.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Zesty_Fox's solution](#)

788.

102483A

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