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Unique solved — Zunpet

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

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

Filters: none

Count: 552

1.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Zunpet's solution](#)

2.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zunpet's solution](#)

3.

1942A

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

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

[Zunpet's solution](#)

4.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Zunpet's solution](#)

5.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Zunpet's solution](#)

6.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Zunpet's solution](#)

7.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Zunpet's solution](#)

8.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zunpet's solution](#)

9.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Zunpet's solution](#)

10.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Zunpet's solution](#)

11.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Zunpet's solution](#)

12.

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Zunpet's solution](#)

13.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Zunpet's solution](#)

14.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,010 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Zunpet's solution](#)

15.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Zunpet's solution](#)

16.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Zunpet's solution](#)

17.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Zunpet's solution](#)

18.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[Zunpet's solution](#)

19.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Zunpet's solution](#)

20.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Zunpet's solution](#)

21.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Zunpet's solution](#)

22.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zunpet's solution](#)

23.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Zunpet's solution](#)

24.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Zunpet's solution](#)

25.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zunpet's solution](#)

26.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Zunpet's solution](#)

27.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[Zunpet's solution](#)

28.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Zunpet's solution](#)

29.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Zunpet's solution](#)

30.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Zunpet's solution](#)

31.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Zunpet's solution](#)

32.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Zunpet's solution](#)

33.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Zunpet's solution](#)

34.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Zunpet's solution](#)

35.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Zunpet's solution](#)

36.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zunpet's solution](#)

37.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Zunpet's solution](#)

38.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[Zunpet's solution](#)

39.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Zunpet's solution](#)

40.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[Zunpet's solution](#)

41.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Zunpet's solution](#)

- 42.**
1863B
[Split Sort](#) · [Tutorial](#)
Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Zunpet's solution](#)
- 43.**
1864B
[Swap and Reverse](#) · [Tutorial](#)
Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Zunpet's solution](#)
- 44.**
1838B
[Minimize Permutation Subarrays](#) · [Tutorial](#)
Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Zunpet's solution](#)
- 45.**
1759C
[Thermostat](#) · [Tutorial](#)
Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths
[Zunpet's solution](#)
- 46.**
1916C
[Training Before the Olympiad](#) · [Tutorial](#)
Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Zunpet's solution](#)
- 47.**
1909B
[Make Almost Equal With Mod](#) · [Tutorial](#)
Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Zunpet's solution](#)
- 48.**
1874A
[Jellyfish and Game](#) · [Tutorial](#)
Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[Zunpet's solution](#)
- 49.**
1747C
[Swap Game](#) · [Tutorial](#)
Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games
[Zunpet's solution](#)
- 50.**
1744D
[Divisibility by \$2^n\$](#) · [Tutorial](#)
Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Zunpet's solution](#)
- 51.**
958C1
[Encryption \(easy\)](#) · [Tutorial](#)
Quality: 3,178 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[Zunpet's solution](#)

52.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Zunpet's solution](#)

53.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,728 global accepts · Rating: 1200 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Zunpet's solution](#)

54.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Zunpet's solution](#)

55.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Zunpet's solution](#)

56.

1942C1

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

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

[Zunpet's solution](#)

57.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Zunpet's solution](#)

58.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Zunpet's solution](#)

59.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Zunpet's solution](#)

60.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Zunpet's solution](#)

61.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Zunpet's solution](#)

62.

1754C1

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

Rating: 1300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Zunpet's solution](#)

63.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Zunpet's solution](#)

64.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Zunpet's solution](#)

65.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,704 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Zunpet's solution](#)

66.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Zunpet's solution](#)

67.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Zunpet's solution](#)

68.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Zunpet's solution](#)

69.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Zunpet's solution](#)

70.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Zunpet's solution](#)

71.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Zunpet's solution](#)

72.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Zunpet's solution](#)

73.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Zunpet's solution](#)

74.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[Zunpet's solution](#)

75.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Zunpet's solution](#)

76.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Zunpet's solution](#)

77.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[Zunpet's solution](#)

78.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Zunpet's solution](#)

79.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Zunpet's solution](#)

80.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

[Zunpet's solution](#)

81.

1754C2

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

Rating: 1500 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Zunpet's solution](#)

82.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Zunpet's solution](#)

83.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Zunpet's solution](#)

84.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Zunpet's solution](#)

85.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: brute force, dp

[Zunpet's solution](#)

86.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Zunpet's solution](#)

87.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[Zunpet's solution](#)

88.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Zunpet's solution](#)

89.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Zunpet's solution](#)

90.

1754D

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

Rating: 1600 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Zunpet's solution](#)

91.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Zunpet's solution](#)

92.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Zunpet's solution](#)

93.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Zunpet's solution](#)

94.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Zunpet's solution](#)

95.

1942C2

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

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

[Zunpet's solution](#)

96.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Zunpet's solution](#)

97.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Zunpet's solution](#)

98.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Zunpet's solution](#)

99.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[Zunpet's solution](#)

100.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Zunpet's solution](#)

101.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Zunpet's solution](#)

102.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Zunpet's solution](#)

103.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Zunpet's solution](#)

104.

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2022-02-11 · last AC: 2022-02-11 · Clang++17 Diagnostics (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Zunpet's solution](#)

105.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zunpet's solution](#)

106.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Zunpet's solution](#)

107.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Zunpet's solution](#)

108.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Zunpet's solution](#)

109.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Zunpet's solution](#)

110.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Zunpet's solution](#)

111.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Zunpet's solution](#)

112.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Zunpet's solution](#)

113.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Zunpet's solution](#)

114.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Zunpet's solution](#)

115.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Zunpet's solution](#)

116.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-27 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Zunpet's solution](#)

117.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2022-02-27 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zunpet's solution](#)

118.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2022-02-28 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Zunpet's solution](#)

119.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zunpet's solution](#)

120.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Zunpet's solution](#)

121.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Zunpet's solution](#)

122.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Zunpet's solution](#)

123.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Zunpet's solution](#)

124.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Zunpet's solution](#)

125.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Zunpet's solution](#)

126.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Zunpet's solution](#)

127.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, implementation

[Zunpet's solution](#)

128.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Zunpet's solution](#)

129.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Zunpet's solution](#)

130.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Zunpet's solution](#)

131.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Zunpet's solution](#)

132.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Zunpet's solution](#)

133.

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[Zunpet's solution](#)

134.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Zunpet's solution](#)

135.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Zunpet's solution](#)

136.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Zunpet's solution](#)

137.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Zunpet's solution](#)

138.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Zunpet's solution](#)

139.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Zunpet's solution](#)

140.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2022-02-11 · last AC: 2022-02-11 · Clang++17 Diagnostics (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Zunpet's solution](#)

141.

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zunpet's solution](#)

142.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[Zunpet's solution](#)

143.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Zunpet's solution](#)

144.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Zunpet's solution](#)

145.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Zunpet's solution](#)

146.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Zunpet's solution](#)

147.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Zunpet's solution](#)

148.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2024-01-30 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Zunpet's solution](#)

149.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Zunpet's solution](#)

150.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Zunpet's solution](#)

151.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Zunpet's solution](#)

152.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Zunpet's solution](#)

153.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2021-10-04 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zunpet's solution](#)

154.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Zunpet's solution](#)

155.

342D

[Xenia and Dominoes](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2100 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Zunpet's solution](#)

156.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Zunpet's solution](#)

157.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Zunpet's solution](#)

158.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Zunpet's solution](#)

159.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-07-04 · last AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Zunpet's solution](#)

160.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Zunpet's solution](#)

161.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Zunpet's solution](#)

162.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Zunpet's solution](#)

163.

1778D

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

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zunpet's solution](#)

164.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Zunpet's solution](#)

165.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zunpet's solution](#)

166.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Zunpet's solution](#)

167.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Zunpet's solution](#)

168.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Zunpet's solution](#)

169.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Zunpet's solution](#)

170.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Zunpet's solution](#)

171.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Zunpet's solution](#)

172.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Zunpet's solution](#)

173.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Zunpet's solution](#)

174.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Zunpet's solution](#)

175.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Zunpet's solution](#)

176.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

177.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Zunpet's solution](#)

178.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 2200 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Zunpet's solution](#)

179.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Zunpet's solution](#)

180.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Zunpet's solution](#)

181.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Zunpet's solution](#)

182.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Zunpet's solution](#)

183.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Zunpet's solution](#)

184.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Zunpet's solution](#)

185.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Zunpet's solution](#)

186.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Zunpet's solution](#)

187.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Zunpet's solution](#)

188.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Zunpet's solution](#)

189.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Zunpet's solution](#)

190.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Zunpet's solution](#)

191.

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Zunpet's solution](#)

192.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Zunpet's solution](#)

193.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Zunpet's solution](#)

194.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Zunpet's solution](#)

195.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[Zunpet's solution](#)

196.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Zunpet's solution](#)

197.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Zunpet's solution](#)

198.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Zunpet's solution](#)

199.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-07-07 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[Zunpet's solution](#)

200.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Zunpet's solution](#)

201.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Zunpet's solution](#)

202.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Zunpet's solution](#)

203.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Zunpet's solution](#)

204.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Zunpet's solution](#)

205.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Zunpet's solution](#)

206.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Zunpet's solution](#)

207.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Zunpet's solution](#)

208.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Zunpet's solution](#)

209.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zunpet's solution](#)

210.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Zunpet's solution](#)

211.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-01-24 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Zunpet's solution](#)

212.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-01-23 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer

[Zunpet's solution](#)

213.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Zunpet's solution](#)

214.

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Zunpet's solution](#)

215.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Zunpet's solution](#)

216.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Zunpet's solution](#)

217.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Zunpet's solution](#)

218.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Zunpet's solution](#)

219.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[Zunpet's solution](#)

220.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Zunpet's solution](#)

221.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Zunpet's solution](#)

222.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[Zunpet's solution](#)

223.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Zunpet's solution](#)

224.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Zunpet's solution](#)

225.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-07-05 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Zunpet's solution](#)

226.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Zunpet's solution](#)

227.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Zunpet's solution](#)

228.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Zunpet's solution](#)

229.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-07-29 · last AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Zunpet's solution](#)

230.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Zunpet's solution](#)

231.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Zunpet's solution](#)

232.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Zunpet's solution](#)

233.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Zunpet's solution](#)

234.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[Zunpet's solution](#)

235.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Zunpet's solution](#)

236.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Zunpet's solution](#)

237.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Zunpet's solution](#)

238.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[Zunpet's solution](#)

239.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Zunpet's solution](#)

240.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Zunpet's solution](#)

241.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Zunpet's solution](#)

242.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Zunpet's solution](#)

243.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, fft, math

[Zunpet's solution](#)

244.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[Zunpet's solution](#)

245.

1717F

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

Quality: 638 global accepts · Rating: 2500 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Zunpet's solution](#)

246.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-02-09 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Zunpet's solution](#)

247.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Zunpet's solution](#)

248.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-01-30 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Zunpet's solution](#)

249.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-01-31 · last AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Zunpet's solution](#)

250.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-11-14 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Zunpet's solution](#)

251.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Zunpet's solution](#)

252.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Zunpet's solution](#)

253.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Zunpet's solution](#)

254.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Zunpet's solution](#)

255.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Zunpet's solution](#)

256.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[Zunpet's solution](#)

257.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Zunpet's solution](#)

258.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

259.

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Zunpet's solution](#)

260.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Zunpet's solution](#)

261.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Zunpet's solution](#)

262.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Zunpet's solution](#)

263.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Zunpet's solution](#)

264.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Zunpet's solution](#)

265.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Zunpet's solution](#)

266.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Zunpet's solution](#)

267.

710D

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

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Zunpet's solution](#)

268.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Zunpet's solution](#)

269.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-06 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zunpet's solution](#)

270.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Zunpet's solution](#)

271.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Zunpet's solution](#)

272.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

divide and conquer, greedy, math

[Zunpet's solution](#)

273.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Zunpet's solution](#)

274.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Zunpet's solution](#)

275.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Zunpet's solution](#)

276.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Zunpet's solution](#)

277.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Zunpet's solution](#)

278.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

279.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Zunpet's solution](#)

280.

201E

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

Quality: 483 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[Zunpet's solution](#)

281.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Zunpet's solution](#)

282.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[Zunpet's solution](#)

283.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Zunpet's solution](#)

284.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-07-28 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zunpet's solution](#)

285.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[Zunpet's solution](#)

286.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Zunpet's solution](#)

287.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Zunpet's solution](#)

288.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zunpet's solution](#)

289.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Zunpet's solution](#)

290.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Zunpet's solution](#)

291.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Zunpet's solution](#)

292.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Zunpet's solution](#)

293.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Zunpet's solution](#)

294.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

295.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Zunpet's solution](#)

296.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[Zunpet's solution](#)

297.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zunpet's solution](#)

298.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Zunpet's solution](#)

299.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Zunpet's solution](#)

300.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Zunpet's solution](#)

301.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Zunpet's solution](#)

302.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Zunpet's solution](#)

303.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Zunpet's solution](#)

304.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Zunpet's solution](#)

305.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Zunpet's solution](#)

306.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Zunpet's solution](#)

307.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Zunpet's solution](#)

308.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

309.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-02-05 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Zunpet's solution](#)

310.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Zunpet's solution](#)

311.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

312.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dp, geometry

[Zunpet's solution](#)

313.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Zunpet's solution](#)

314.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Zunpet's solution](#)

315.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Zunpet's solution](#)

316.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Zunpet's solution](#)

317.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[Zunpet's solution](#)

318.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Zunpet's solution](#)

319.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Zunpet's solution](#)

320.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[Zunpet's solution](#)

321.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Zunpet's solution](#)

322.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[Zunpet's solution](#)

323.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Zunpet's solution](#)

324.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees

[Zunpet's solution](#)

325.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Zunpet's solution](#)

326.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Zunpet's solution](#)

327.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Zunpet's solution](#)

328.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Zunpet's solution](#)

329.

1303G

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

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Zunpet's solution](#)

330.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Zunpet's solution](#)

331.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Zunpet's solution](#)

332.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Zunpet's solution](#)

333.

1514E

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

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Zunpet's solution](#)

334.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Zunpet's solution](#)

335.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-03-15 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Zunpet's solution](#)

336.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Zunpet's solution](#)

337.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Zunpet's solution](#)

338.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Zunpet's solution](#)

339.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Zunpet's solution](#)

340.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Zunpet's solution](#)

341.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Zunpet's solution](#)

342.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Zunpet's solution](#)

343.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Zunpet's solution](#)

344.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Zunpet's solution](#)

345.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Zunpet's solution](#)

346.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Zunpet's solution](#)

347.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Zunpet's solution](#)

348.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Zunpet's solution](#)

349.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[Zunpet's solution](#)

350.

98E

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

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[Zunpet's solution](#)

351.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Zunpet's solution](#)

352.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-07-09 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Zunpet's solution](#)

353.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-06-11 · last AC: 2023-06-11 · Clang++20 Diagnostics (first AC) · Tags: data structures, string suffix structures, strings

[Zunpet's solution](#)

354.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[Zunpet's solution](#)

355.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[Zunpet's solution](#)

356.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Zunpet's solution](#)

357.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, trees

[Zunpet's solution](#)

358.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[Zunpet's solution](#)

359.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[Zunpet's solution](#)

360.

780G

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

Quality: 707 global accepts · Rating: 2700 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Zunpet's solution](#)

361.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[Zunpet's solution](#)

362.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Zunpet's solution](#)

363.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Zunpet's solution](#)

364.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

365.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Zunpet's solution](#)

366.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Zunpet's solution](#)

367.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Zunpet's solution](#)

368.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Zunpet's solution](#)

369.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[Zunpet's solution](#)

370.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zunpet's solution](#)

371.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Zunpet's solution](#)

372.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Zunpet's solution](#)

373.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Zunpet's solution](#)

374.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[Zunpet's solution](#)

375.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-01 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Zunpet's solution](#)

376.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Zunpet's solution](#)

377.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math

[Zunpet's solution](#)

378.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Zunpet's solution](#)

379.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[Zunpet's solution](#)

380.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[Zunpet's solution](#)

381.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Zunpet's solution](#)

382.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Zunpet's solution](#)

383.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Zunpet's solution](#)

384.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Zunpet's solution](#)

385.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Zunpet's solution](#)

386.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Zunpet's solution](#)

387.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Zunpet's solution](#)

388.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[Zunpet's solution](#)

389.

1400F

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

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Zunpet's solution](#)

390.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[Zunpet's solution](#)

391.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Zunpet's solution](#)

392.

280D

[K-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Zunpet's solution](#)

393.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-07-15 · last AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Zunpet's solution](#)

394.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Zunpet's solution](#)

395.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Zunpet's solution](#)

396.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Zunpet's solution](#)

397.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

398.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Zunpet's solution](#)

399.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[Zunpet's solution](#)

400.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Zunpet's solution](#)

401.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[Zunpet's solution](#)

402.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zunpet's solution](#)

403.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Zunpet's solution](#)

404.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Zunpet's solution](#)

405.

1835D

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

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Zunpet's solution](#)

406.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Zunpet's solution](#)

407.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-04-11 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Zunpet's solution](#)

408.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[Zunpet's solution](#)

409.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Zunpet's solution](#)

410.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Zunpet's solution](#)

411.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Zunpet's solution](#)

412.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: strings, trees

[Zunpet's solution](#)

413.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Zunpet's solution](#)

414.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, string suffix structures

[Zunpet's solution](#)

415.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Zunpet's solution](#)

416.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Zunpet's solution](#)

417.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Zunpet's solution](#)

418.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Zunpet's solution](#)

419.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Zunpet's solution](#)

420.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Zunpet's solution](#)

421.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Zunpet's solution](#)

422.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Zunpet's solution](#)

423.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Zunpet's solution](#)

424.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Zunpet's solution](#)

425.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Zunpet's solution](#)

426.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Zunpet's solution](#)

427.

1051G

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

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy

[Zunpet's solution](#)

428.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Zunpet's solution](#)

429.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Zunpet's solution](#)

430.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[Zunpet's solution](#)

431.

1787G

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

Quality: 557 global accepts · Rating: 3000 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Zunpet's solution](#)

432.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Zunpet's solution](#)

433.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Zunpet's solution](#)

434.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[Zunpet's solution](#)

435.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Zunpet's solution](#)

436.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Zunpet's solution](#)

437.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Zunpet's solution](#)

438.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Zunpet's solution](#)

439.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Zunpet's solution](#)

440.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Zunpet's solution](#)

441.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-09-05 · last AC: 2024-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

[Zunpet's solution](#)

442.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Zunpet's solution](#)

443.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees

[Zunpet's solution](#)

444.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Zunpet's solution](#)

445.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

446.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Zunpet's solution](#)

447.

1252D

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

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees

[Zunpet's solution](#)

448.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[Zunpet's solution](#)

449.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Zunpet's solution](#)

450.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Zunpet's solution](#)

451.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Zunpet's solution](#)

452.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Zunpet's solution](#)

453.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zunpet's solution](#)

454.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

455.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-07-06 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Zunpet's solution](#)

456.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Zunpet's solution](#)

457.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-07-15 · last AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Zunpet's solution](#)

458.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Zunpet's solution](#)

459.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[Zunpet's solution](#)

460.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Zunpet's solution](#)

461.

1320E

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

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Zunpet's solution](#)

462.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Zunpet's solution](#)

463.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Zunpet's solution](#)

464.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zunpet's solution](#)

465.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Zunpet's solution](#)

466.

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[Zunpet's solution](#)

467.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Zunpet's solution](#)

468.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[Zunpet's solution](#)

469.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Zunpet's solution](#)

470.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

471.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Zunpet's solution](#)

472.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[Zunpet's solution](#)

473.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Zunpet's solution](#)

474.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Zunpet's solution](#)

475.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Zunpet's solution](#)

476.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, number theory

[Zunpet's solution](#)

477.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-07-05 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Zunpet's solution](#)

478.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Zunpet's solution](#)

479.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Zunpet's solution](#)

480.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[Zunpet's solution](#)

481.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Zunpet's solution](#)

482.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Zunpet's solution](#)

483.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

484.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, trees

[Zunpet's solution](#)

485.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Zunpet's solution](#)

486.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Zunpet's solution](#)

487.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Zunpet's solution](#)

488.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Zunpet's solution](#)

489.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Zunpet's solution](#)

490.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Zunpet's solution](#)

491.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Zunpet's solution](#)

492.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

493.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Zunpet's solution](#)

494.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Zunpet's solution](#)

495.

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Zunpet's solution](#)

496.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Zunpet's solution](#)

497.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[Zunpet's solution](#)

498.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Zunpet's solution](#)

499.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Zunpet's solution](#)

500.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[Zunpet's solution](#)

501.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Zunpet's solution](#)

502.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry

[Zunpet's solution](#)

503.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2026-01-24 · last AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Zunpet's solution](#)

504.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Zunpet's solution](#)

505.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[Zunpet's solution](#)

506.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Zunpet's solution](#)

507.

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[Zunpet's solution](#)

508.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Zunpet's solution](#)

509.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[Zunpet's solution](#)

510.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Zunpet's solution](#)

511.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Zunpet's solution](#)

512.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[Zunpet's solution](#)

513.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

514.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Zunpet's solution](#)

515.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Zunpet's solution](#)

516.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

517.

2164H

[PalindromePalindrome](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: 3400 · first AC: 2025-11-14 · last AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Zunpet's solution](#)

518.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[Zunpet's solution](#)

519.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

520.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

521.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math

[Zunpet's solution](#)

522.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Zunpet's solution](#)

523.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Zunpet's solution](#)

524.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Zunpet's solution](#)

525.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[Zunpet's solution](#)

526.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Zunpet's solution](#)

527.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Zunpet's solution](#)

528.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Zunpet's solution](#)

529.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Zunpet's solution](#)

530.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Zunpet's solution](#)

531.

1081H

[Palindromic Magic](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[Zunpet's solution](#)

532.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[Zunpet's solution](#)

533.

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers

[Zunpet's solution](#)

534.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zunpet's solution](#)

535.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Zunpet's solution](#)

536.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Zunpet's solution](#)

537.

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zunpet's solution](#)

538.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Zunpet's solution](#)

539.

1098F

[AbÖgVæ7F0a](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[Zunpet's solution](#)

540.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Zunpet's solution](#)

541.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Zunpet's solution](#)

542.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Zunpet's solution](#)

543.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Zunpet's solution](#)

544.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Zunpet's solution](#)

545.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Zunpet's solution](#)

546.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[Zunpet's solution](#)

547.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zunpet's solution](#)

548.

105631I

[Isla Loves Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zunpet's solution](#)

549.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math

[Zunpet's solution](#)

550.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · last AC: 2024-04-02 · Python 3 (first AC) · Tags: *special, implementation

[Zunpet's solution](#)

551.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Zunpet's solution](#)

552.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-10-24 · last AC: 2024-02-11 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Zunpet's solution](#)