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Unique solved — ANIG

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Count: 298

- 1.**
2157A
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Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
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- 2.**
1820A
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Quality: 17,632 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
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- 3.**
146A
[Lucky Ticket](#) · [Tutorial](#)
Quality: 17,096 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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- 4.**
2053A
[Tender Carpenter](#) · [Tutorial](#)
Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
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- 5.**
2021A
[Meaning Mean](#) · [Tutorial](#)
Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[_ANIG's solution](#)
- 6.**
2002A
[Distanced Coloring](#) · [Tutorial](#)
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
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- 7.**
1998A
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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[_ANIG's solution](#)
- 8.**
1919B
[Plus-Minus Split](#) · [Tutorial](#)
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[_ANIG's solution](#)
- 9.**
1919A
[Wallet Exchange](#) · [Tutorial](#)
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

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10.

1916A

[2023](#) · [Tutorial](#)

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11.

1884A

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12.

2157B

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Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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13.

2002B

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14.

1998B

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15.

1916B

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16.

1884B

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17.

2053B

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18.

2021B

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19.

2002C

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20.

1916C

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21.

2150A

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Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

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22.

2023A

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23.

2021C1

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Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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24.

670C

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Quality: 10,000 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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25.

2157C

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26.

1919C

[Grouping Increases](#) · [Tutorial](#)

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27.

91B

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28.

2053C

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29.

2157D

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

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30.

2059C

[Customer Service](#) · [Tutorial](#)

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31.

2150B

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32.

2053D

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

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33.

2023B

[Skipping](#) · [Tutorial](#)

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34.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

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35.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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36.

1721D

[Maximum AND](#) · [Tutorial](#)

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37.

2157E

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38.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

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39.

2053E

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40.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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41.

2002D1

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42.

1998C

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43.

1036C

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44.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

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45.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[_ANIG's solution](#)

46.

1919H

[Tree Diameter](#) · [Tutorial](#)

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47.

1753C

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48.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers

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49.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
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50.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures
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51.

877E

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Quality: 5,498 global accepts · Rating: 2000 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
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52.

920F

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53.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
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54.

2150C

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55.

1998D

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56.

1158C

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57.

1919D

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58.

1884D

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59.

980D

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60.

343D

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61.

1077F2

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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62.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

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63.

1721E

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64.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

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65.

1158B

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Quality: 2,383 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

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66.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-09-09 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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67.

27D

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68.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[_ANIG's solution](#)

69.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[_ANIG's solution](#)

70.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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71.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

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72.

1814E

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Quality: 1,718 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

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73.

2021E1

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Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

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74.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

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75.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

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76.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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77.

1916E

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Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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78.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

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79.

543D

[Road Improvement](#) · [Tutorial](#)

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80.

845G

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

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81.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2023-09-09 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

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82.

1139D

[Steps to One](#) · [Tutorial](#)

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83.

915G

[Coprime Arrays](#) · [Tutorial](#)

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84.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

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85.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

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86.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[_ANIG's solution](#)

87.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

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88.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: flows

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89.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[_ANIG's solution](#)

90.

817F

[MEX Queries](#) · [Tutorial](#)

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[_ANIG's solution](#)

91.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

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92.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[_ANIG's solution](#)

93.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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94.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

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95.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[_ANIG's solution](#)

96.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[_ANIG's solution](#)

97.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[_ANIG's solution](#)

98.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[_ANIG's solution](#)

99.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[_ANIG's solution](#)

100.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[_ANIG's solution](#)

101.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[_ANIG's solution](#)

102.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-09-08 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory

[_ANIG's solution](#)

103.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[_ANIG's solution](#)

104.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[_ANIG's solution](#)

105.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: hashing, number theory

[_ANIG's solution](#)

106.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[_ANIG's solution](#)

107.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[_ANIG's solution](#)

108.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[_ANIG's solution](#)

109.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[_ANIG's solution](#)

110.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[_ANIG's solution](#)

111.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[_ANIG's solution](#)

112.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[_ANIG's solution](#)

113.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[_ANIG's solution](#)

114.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[_ANIG's solution](#)

115.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[_ANIG's solution](#)

116.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[_ANIG's solution](#)

117.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[_ANIG's solution](#)

118.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[_ANIG's solution](#)

119.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[_ANIG's solution](#)

120.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[_ANIG's solution](#)

121.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[_ANIG's solution](#)

122.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[_ANIG's solution](#)

123.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[_ANIG's solution](#)

124.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[_ANIG's solution](#)

125.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[_ANIG's solution](#)

126.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[_ANIG's solution](#)

127.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-09-10 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[_ANIG's solution](#)

128.

710D

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

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[_ANIG's solution](#)

129.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[_ANIG's solution](#)

130.

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[_ANIG's solution](#)

131.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[_ANIG's solution](#)

132.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[_ANIG's solution](#)

133.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_ANIG's solution](#)

134.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[_ANIG's solution](#)

135.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[_ANIG's solution](#)

136.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_ANIG's solution](#)

137.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[_ANIG's solution](#)

138.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[_ANIG's solution](#)

139.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[_ANIG's solution](#)

140.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[_ANIG's solution](#)

141.

2053F

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

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

[_ANIG's solution](#)

142.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[_ANIG's solution](#)

143.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[_ANIG's solution](#)

144.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[_ANIG's solution](#)

145.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[_ANIG's solution](#)

146.

1325E

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

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[_ANIG's solution](#)

147.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[_ANIG's solution](#)

148.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

[_ANIG's solution](#)

149.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[_ANIG's solution](#)

150.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[_ANIG's solution](#)

151.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[_ANIG's solution](#)

152.

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[_ANIG's solution](#)

153.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[_ANIG's solution](#)

154.

838D

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

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_ANIG's solution](#)

155.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[_ANIG's solution](#)

156.

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[_ANIG's solution](#)

157.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[_ANIG's solution](#)

158.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[_ANIG's solution](#)

159.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[_ANIG's solution](#)

160.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-09-07 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[_ANIG's solution](#)

161.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[_ANIG's solution](#)

162.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[_ANIG's solution](#)

163.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-02-06 · last AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[_ANIG's solution](#)

164.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[_ANIG's solution](#)

165.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[_ANIG's solution](#)

166.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[_ANIG's solution](#)

167.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[_ANIG's solution](#)

168.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[_ANIG's solution](#)

169.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[_ANIG's solution](#)

170.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[_ANIG's solution](#)

171.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[_ANIG's solution](#)

172.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[_ANIG's solution](#)

173.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[_ANIG's solution](#)

174.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[_ANIG's solution](#)

175.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[_ANIG's solution](#)

176.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[_ANIG's solution](#)

177.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[_ANIG's solution](#)

178.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[_ANIG's solution](#)

179.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[_ANIG's solution](#)

180.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[_ANIG's solution](#)

181.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[_ANIG's solution](#)

182.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[_ANIG's solution](#)

183.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, number theory

[_ANIG's solution](#)

184.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[_ANIG's solution](#)

185.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[_ANIG's solution](#)

186.

223D

[Spider](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs

[_ANIG's solution](#)

187.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, geometry

[_ANIG's solution](#)

188.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[_ANIG's solution](#)

189.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[_ANIG's solution](#)

190.

1163F

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

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[_ANIG's solution](#)

191.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[_ANIG's solution](#)

192.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[_ANIG's solution](#)

193.

1178G

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

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar

[_ANIG's solution](#)

194.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation

[_ANIG's solution](#)

195.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[_ANIG's solution](#)

196.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_ANIG's solution](#)

197.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[_ANIG's solution](#)

198.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[_ANIG's solution](#)

199.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[_ANIG's solution](#)

200.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[_ANIG's solution](#)

201.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-06 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory
[_ANIG's solution](#)

202.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[_ANIG's solution](#)

203.

1740G

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

Quality: 349 global accepts · Rating: 3100 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, sortings
[_ANIG's solution](#)

204.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities
[_ANIG's solution](#)

205.

1930G

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

Quality: 497 global accepts · Rating: 3100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[_ANIG's solution](#)

206.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings
[_ANIG's solution](#)

207.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[_ANIG's solution](#)

208.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[_ANIG's solution](#)

209.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities

[_ANIG's solution](#)

210.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[_ANIG's solution](#)

211.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[_ANIG's solution](#)

212.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[_ANIG's solution](#)

213.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[_ANIG's solution](#)

214.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[_ANIG's solution](#)

215.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[_ANIG's solution](#)

216.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[_ANIG's solution](#)

217.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search

[_ANIG's solution](#)

218.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[_ANIG's solution](#)

219.

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft

[_ANIG's solution](#)

220.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-09-13 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[_ANIG's solution](#)

221.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[_ANIG's solution](#)

222.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[_ANIG's solution](#)

223.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[_ANIG's solution](#)

224.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[_ANIG's solution](#)

225.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[_ANIG's solution](#)

226.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities

[_ANIG's solution](#)

227.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[_ANIG's solution](#)

228.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, strings

[_ANIG's solution](#)

229.

1599E

[Two Arrays](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, matrices

[_ANIG's solution](#)

230.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures
[_ANIG's solution](#)

231.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[_ANIG's solution](#)

232.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[_ANIG's solution](#)

233.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[_ANIG's solution](#)

234.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees
[_ANIG's solution](#)

235.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings
[_ANIG's solution](#)

236.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[_ANIG's solution](#)

237.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs
[_ANIG's solution](#)

238.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[_ANIG's solution](#)

239.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2025-11-18 · last AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[_ANIG's solution](#)

240.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_ANIG's solution](#)

241.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[_ANIG's solution](#)

242.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[_ANIG's solution](#)

243.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[_ANIG's solution](#)

244.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[_ANIG's solution](#)

245.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory

[_ANIG's solution](#)

246.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[_ANIG's solution](#)

247.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, probabilities

[_ANIG's solution](#)

248.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[_ANIG's solution](#)

249.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[_ANIG's solution](#)

250.

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[_ANIG's solution](#)

251.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[_ANIG's solution](#)

252.

901E

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3300 · first AC: 2023-09-24 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[_ANIG's solution](#)

253.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[_ANIG's solution](#)

254.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[_ANIG's solution](#)

255.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[_ANIG's solution](#)

256.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[_ANIG's solution](#)

257.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[_ANIG's solution](#)

258.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[_ANIG's solution](#)

259.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, greedy

[_ANIG's solution](#)

260.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_ANIG's solution](#)

261.

1097H

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

Quality: 139 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[_ANIG's solution](#)

262.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[_ANIG's solution](#)

263.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_ANIG's solution](#)

264.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[_ANIG's solution](#)

265.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[_ANIG's solution](#)

266.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[_ANIG's solution](#)

267.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[_ANIG's solution](#)

268.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[_ANIG's solution](#)

269.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[_ANIG's solution](#)

270.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[_ANIG's solution](#)

271.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[_ANIG's solution](#)

272.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3500 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[_ANIG's solution](#)

273.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[_ANIG's solution](#)

274.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[_ANIG's solution](#)

275.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, probabilities

[_ANIG's solution](#)

276.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[_ANIG's solution](#)

277.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[_ANIG's solution](#)

278.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[_ANIG's solution](#)

279.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[_ANIG's solution](#)

280.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph

matchings, graphs, implementation

[_ANIG's solution](#)

281.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[_ANIG's solution](#)

282.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[_ANIG's solution](#)

283.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows

[_ANIG's solution](#)

284.

1750H

[BinaryStringForces](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp

[_ANIG's solution](#)

285.

1942H

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

Quality: 207 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees

[_ANIG's solution](#)

286.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[_ANIG's solution](#)

287.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[_ANIG's solution](#)

288.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

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289.

1707E

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290.

1305G

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291.

1874F

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292.

2223C

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Quality: 439 global accepts · Rating: — · first AC: 2026-05-06 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

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293.

2223D

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Quality: 135 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

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294.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,492 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[_ANIG's solution](#)

295.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,771 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

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296.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

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297.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

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298.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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