

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — Ch1F4N

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

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

Filters: none

Count: 856

1.

2157A

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

Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[\\_Ch1F4N\\_'s solution](#)

2.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,561 global accepts · Rating: 800 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[\\_Ch1F4N\\_'s solution](#)

3.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings  
[\\_Ch1F4N\\_'s solution](#)

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_Ch1F4N\\_'s solution](#)

5.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[\\_Ch1F4N\\_'s solution](#)

6.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[\\_Ch1F4N\\_'s solution](#)

7.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[\\_Ch1F4N\\_'s solution](#)

8.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[\\_Ch1F4N\\_'s solution](#)

9.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[\\_Ch1F4N\\_'s solution](#)

**10.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**11.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**12.**

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

[\\_Ch1F4N\\_'s solution](#)

**13.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**14.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**15.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**16.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**17.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**18.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**19.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

**20.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**21.**

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[\\_Ch1F4N\\_'s solution](#)

**22.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[\\_Ch1F4N\\_'s solution](#)

**23.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_Ch1F4N\\_'s solution](#)

**24.**

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

**25.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**26.**

1944A

[Destroying Bridges](#) · [Tutorial](#)

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

[\\_Ch1F4N\\_'s solution](#)

**27.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[\\_Ch1F4N\\_'s solution](#)

**28.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**29.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: strings

[\\_Ch1F4N\\_'s solution](#)

**30.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**31.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**32.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**33.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**34.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[\\_Ch1F4N\\_'s solution](#)

**35.**

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[\\_Ch1F4N\\_'s solution](#)

**36.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[\\_Ch1F4N\\_'s solution](#)

**37.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_Ch1F4N\\_'s solution](#)

**38.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**39.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[\\_Ch1F4N\\_'s solution](#)

**40.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**41.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Ch1F4N\\_'s solution](#)

**42.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

**43.**

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**44.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

**45.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,709 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**46.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**47.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**48.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,035 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Ch1F4N\\_'s solution](#)

**49.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**50.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[\\_Ch1F4N\\_'s solution](#)

**51.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,415 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Ch1F4N\\_'s solution](#)

**52.**

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[\\_Ch1F4N\\_'s solution](#)

**53.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**54.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Ch1F4N\\_'s solution](#)

**55.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**56.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**57.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Ch1F4N\\_'s solution](#)

**58.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Ch1F4N\\_'s solution](#)

**59.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**60.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**61.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**62.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[\\_Ch1F4N\\_'s solution](#)

**63.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[\\_Ch1F4N\\_'s solution](#)

**64.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[\\_Ch1F4N\\_'s solution](#)

**65.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings  
[\\_Ch1F4N\\_'s solution](#)

**66.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[\\_Ch1F4N\\_'s solution](#)

**67.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[\\_Ch1F4N\\_'s solution](#)

**68.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_Ch1F4N\\_'s solution](#)

**69.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[\\_Ch1F4N\\_'s solution](#)

**70.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[\\_Ch1F4N\\_'s solution](#)

**71.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[\\_Ch1F4N\\_'s solution](#)

**72.**

1875A

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

Quality: 47,027 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[\\_Ch1F4N\\_'s solution](#)

**73.**

1878C

[Vasillje in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: math  
[\\_Ch1F4N\\_'s solution](#)

74.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[\\_Ch1F4N\\_'s solution](#)

75.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[\\_Ch1F4N\\_'s solution](#)

76.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[\\_Ch1F4N\\_'s solution](#)

77.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_Ch1F4N\\_'s solution](#)

78.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[\\_Ch1F4N\\_'s solution](#)

79.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[\\_Ch1F4N\\_'s solution](#)

80.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[\\_Ch1F4N\\_'s solution](#)

81.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[\\_Ch1F4N\\_'s solution](#)

82.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[\\_Ch1F4N\\_'s solution](#)

83.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings  
[\\_Ch1F4N\\_'s solution](#)

84.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

math

[\\_Ch1F4N\\_'s solution](#)

**85.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**86.**

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**87.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**88.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**89.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**90.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**91.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[\\_Ch1F4N\\_'s solution](#)

**92.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**93.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**94.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[\\_Ch1F4N\\_'s solution](#)

95.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[\\_Ch1F4N\\_'s solution](#)

96.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[\\_Ch1F4N\\_'s solution](#)

97.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[\\_Ch1F4N\\_'s solution](#)

98.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[\\_Ch1F4N\\_'s solution](#)

99.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,506 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers  
[\\_Ch1F4N\\_'s solution](#)

100.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,473 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[\\_Ch1F4N\\_'s solution](#)

101.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[\\_Ch1F4N\\_'s solution](#)

102.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[\\_Ch1F4N\\_'s solution](#)

103.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings  
[\\_Ch1F4N\\_'s solution](#)

104.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[\\_Ch1F4N\\_'s solution](#)

105.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[\\_Ch1F4N\\_'s solution](#)

## 106.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_Ch1F4N\\_'s solution](#)

## 107.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[\\_Ch1F4N\\_'s solution](#)

## 108.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[\\_Ch1F4N\\_'s solution](#)

## 109.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

## 110.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_Ch1F4N\\_'s solution](#)

## 111.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[\\_Ch1F4N\\_'s solution](#)

## 112.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

## 113.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[\\_Ch1F4N\\_'s solution](#)

## 114.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

## 115.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**116.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**117.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[\\_Ch1F4N\\_'s solution](#)

**118.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**119.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**120.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**121.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[\\_Ch1F4N\\_'s solution](#)

**122.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**123.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**124.**

2150A

[Incremental Path](#) · [Tutorial](#)

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

[\\_Ch1F4N\\_'s solution](#)

**125.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[\\_Ch1F4N\\_'s solution](#)

**126.**

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**127.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**128.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**129.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**130.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**131.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**132.**

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**133.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[\\_Ch1F4N\\_'s solution](#)

**134.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**135.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**136.**

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**137.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**138.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[\\_Ch1F4N\\_'s solution](#)

**139.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**140.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[\\_Ch1F4N\\_'s solution](#)

**141.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**142.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

**143.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**144.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**145.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**146.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**147.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 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

[\\_Ch1F4N\\_'s solution](#)

**148.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**149.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**150.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[\\_Ch1F4N\\_'s solution](#)

**151.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[\\_Ch1F4N\\_'s solution](#)

**152.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**153.**

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**154.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[\\_Ch1F4N\\_'s solution](#)

**155.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**156.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**157.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**158.**

1931E

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

Quality: 25,741 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**159.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[\\_Ch1F4N\\_'s solution](#)

**160.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**161.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**162.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**163.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[\\_Ch1F4N\\_'s solution](#)

**164.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[\\_Ch1F4N\\_'s solution](#)

**165.**

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**166.**

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**167.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**168.**

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**169.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**170.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[\\_Ch1F4N\\_'s solution](#)

**171.**

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**172.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[\\_Ch1F4N\\_'s solution](#)

**173.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[\\_Ch1F4N\\_'s solution](#)

**174.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**175.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[\\_Ch1F4N\\_'s solution](#)

**176.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[\\_Ch1F4N\\_'s solution](#)

**177.**

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[\\_Ch1F4N\\_'s solution](#)

**178.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**179.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**180.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**181.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[\\_Ch1F4N\\_'s solution](#)

**182.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**183.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[\\_Ch1F4N\\_'s solution](#)

**184.**

1956C

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

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**185.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**186.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**187.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**188.**

1875D

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

Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**189.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**190.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**191.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**192.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**193.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2022-10-16 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers

[\\_Ch1F4N\\_'s solution](#)

**194.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory

[\\_Ch1F4N\\_'s solution](#)

**195.**

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[\\_Ch1F4N\\_'s solution](#)

**196.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**197.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**198.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[\\_Ch1F4N\\_'s solution](#)

**199.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**200.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**201.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**202.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[\\_Ch1F4N\\_'s solution](#)

**203.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**204.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**205.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy,

shortest paths, trees

[\\_Ch1F4N\\_'s solution](#)

**206.**

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[\\_Ch1F4N\\_'s solution](#)

**207.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**208.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · last AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[\\_Ch1F4N\\_'s solution](#)

**209.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[\\_Ch1F4N\\_'s solution](#)

**210.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**211.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**212.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**213.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**214.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[\\_Ch1F4N\\_'s solution](#)

**215.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

## 216.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

## 217.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

## 218.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[\\_Ch1F4N\\_'s solution](#)

## 219.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[\\_Ch1F4N\\_'s solution](#)

## 220.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

## 221.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

## 222.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[\\_Ch1F4N\\_'s solution](#)

## 223.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[\\_Ch1F4N\\_'s solution](#)

## 224.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**225.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**226.**

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**227.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**228.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**229.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**230.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[\\_Ch1F4N\\_'s solution](#)

**231.**

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**232.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**233.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**234.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[\\_Ch1F4N\\_'s solution](#)

**235.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[\\_Ch1F4N\\_'s solution](#)

**236.**

245H

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

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[\\_Ch1F4N\\_'s solution](#)

**237.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[\\_Ch1F4N\\_'s solution](#)

**238.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**239.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**240.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**241.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**242.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**243.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**244.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**245.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[\\_Ch1F4N\\_'s solution](#)

**246.**

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**247.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[\\_Ch1F4N\\_'s solution](#)

**248.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[\\_Ch1F4N\\_'s solution](#)

**249.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[\\_Ch1F4N\\_'s solution](#)

**250.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**251.**

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**252.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[\\_Ch1F4N\\_'s solution](#)

**253.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-01-13 · last AC: 2024-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[\\_Ch1F4N\\_'s solution](#)

**254.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp,

greedy, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**255.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**256.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**257.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[\\_Ch1F4N\\_'s solution](#)

**258.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**259.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**260.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**261.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[\\_Ch1F4N\\_'s solution](#)

**262.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**263.**

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[\\_Ch1F4N\\_'s solution](#)

**264.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**265.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**266.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[\\_Ch1F4N\\_'s solution](#)

**267.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[\\_Ch1F4N\\_'s solution](#)

**268.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[\\_Ch1F4N\\_'s solution](#)

**269.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[\\_Ch1F4N\\_'s solution](#)

**270.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**271.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**272.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[\\_Ch1F4N\\_'s solution](#)

**273.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[\\_Ch1F4N\\_'s solution](#)

**274.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[\\_Ch1F4N\\_'s solution](#)

**275.**

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**276.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[\\_Ch1F4N\\_'s solution](#)

**277.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**278.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**279.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[\\_Ch1F4N\\_'s solution](#)

**280.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[\\_Ch1F4N\\_'s solution](#)

**281.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**282.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**283.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[\\_Ch1F4N\\_'s solution](#)

**284.**

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[\\_Ch1F4N\\_'s solution](#)

**285.**

1451E1

[Bitwise Queries \(Easy Version\) · Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[\\_Ch1F4N\\_'s solution](#)

**286.**

1416C

[XOR Inverse · Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[\\_Ch1F4N\\_'s solution](#)

**287.**

1288D

[Minimax Problem · Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[\\_Ch1F4N\\_'s solution](#)

**288.**

1060E

[Sergey and Subway · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**289.**

87C

[Interesting Game · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math

[\\_Ch1F4N\\_'s solution](#)

**290.**

264C

[Choosing Balls · Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**291.**

514C

[Watto and Mechanism · Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**292.**

877E

[Danil and a Part-time Job · Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[\\_Ch1F4N\\_'s solution](#)

**293.**

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**294.**

999E

[Reachability from the Capital · Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[\\_Ch1F4N\\_'s solution](#)

**295.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[\\_Ch1F4N\\_'s solution](#)

**296.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers  
[\\_Ch1F4N\\_'s solution](#)

**297.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees  
[\\_Ch1F4N\\_'s solution](#)

**298.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[\\_Ch1F4N\\_'s solution](#)

**299.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[\\_Ch1F4N\\_'s solution](#)

**300.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[\\_Ch1F4N\\_'s solution](#)

**301.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees  
[\\_Ch1F4N\\_'s solution](#)

**302.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[\\_Ch1F4N\\_'s solution](#)

**303.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[\\_Ch1F4N\\_'s solution](#)

**304.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[\\_Ch1F4N\\_'s solution](#)

**305.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**306.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**307.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**308.**

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**309.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**310.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**311.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**312.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**313.**

1862G

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

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**314.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[\\_Ch1F4N\\_'s solution](#)

**315.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**316.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[\\_Ch1F4N\\_'s solution](#)

**317.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**318.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[\\_Ch1F4N\\_'s solution](#)

**319.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**320.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**321.**

2150C

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

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[\\_Ch1F4N\\_'s solution](#)

**322.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**323.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**324.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**325.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[\\_Ch1F4N\\_'s solution](#)

**326.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[\\_Ch1F4N\\_'s solution](#)

**327.**

2040E

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

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**328.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**329.**

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**330.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**331.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-08-17 · last AC: 2024-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**332.**

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**333.**

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**334.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**335.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**336.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-01-13 · last AC: 2024-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[\\_Ch1F4N\\_'s solution](#)

**337.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2023-09-15 · last AC: 2024-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[\\_Ch1F4N\\_'s solution](#)

**338.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**339.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[\\_Ch1F4N\\_'s solution](#)

**340.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**341.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**342.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**343.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**344.**

1975E

[Chain Queries](#) · [Tutorial](#)

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

[\\_Ch1F4N\\_'s solution](#)

**345.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[\\_Ch1F4N\\_'s solution](#)

**346.**

1668D

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

Rating: 2100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[\\_Ch1F4N\\_'s solution](#)

**347.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[\\_Ch1F4N\\_'s solution](#)

**348.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**349.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[\\_Ch1F4N\\_'s solution](#)

**350.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**351.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**352.**

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[\\_Ch1F4N\\_'s solution](#)

**353.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[\\_Ch1F4N\\_'s solution](#)

**354.**

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[\\_Ch1F4N\\_'s solution](#)

**355.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[\\_Ch1F4N\\_'s solution](#)

**356.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**357.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-11-16 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**358.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**359.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**360.**

2140E1

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

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[\\_Ch1F4N\\_'s solution](#)

**361.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**362.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**363.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[\\_Ch1F4N\\_'s solution](#)

**364.**

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[\\_Ch1F4N\\_'s solution](#)

**365.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**366.**

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[\\_Ch1F4N\\_'s solution](#)

**367.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**368.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**369.**

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**370.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**371.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[\\_Ch1F4N\\_'s solution](#)

**372.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[\\_Ch1F4N\\_'s solution](#)

**373.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**374.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**375.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[\\_Ch1F4N\\_'s solution](#)

**376.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[\\_Ch1F4N\\_'s solution](#)

**377.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[\\_Ch1F4N\\_'s solution](#)

**378.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[\\_Ch1F4N\\_'s solution](#)

**379.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[\\_Ch1F4N\\_'s solution](#)

**380.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**381.**

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[\\_Ch1F4N\\_'s solution](#)

**382.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**383.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**384.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[\\_Ch1F4N\\_'s solution](#)

**385.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**386.**

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[\\_Ch1F4N\\_'s solution](#)

**387.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**388.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**389.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[\\_Ch1F4N\\_'s solution](#)

**390.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[\\_Ch1F4N\\_'s solution](#)

**391.**

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[\\_Ch1F4N\\_'s solution](#)

**392.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**393.**

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[\\_Ch1F4N\\_'s solution](#)

**394.**

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**395.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**396.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**397.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[\\_Ch1F4N\\_'s solution](#)

**398.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-07-21 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[\\_Ch1F4N\\_'s solution](#)

**399.**

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**400.**

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[\\_Ch1F4N\\_'s solution](#)

**401.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**402.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**403.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**404.**

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[\\_Ch1F4N\\_'s solution](#)

**405.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[\\_Ch1F4N\\_'s solution](#)

**406.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[\\_Ch1F4N\\_'s solution](#)

**407.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-01-04 · last AC: 2026-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[\\_Ch1F4N\\_'s solution](#)

**408.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**409.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[\\_Ch1F4N\\_'s solution](#)

**410.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[\\_Ch1F4N\\_'s solution](#)

**411.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 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

[\\_Ch1F4N\\_'s solution](#)

**412.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[\\_Ch1F4N\\_'s solution](#)

**413.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · last AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[\\_Ch1F4N\\_'s solution](#)

**414.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**415.**

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[\\_Ch1F4N\\_'s solution](#)

**416.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[\\_Ch1F4N\\_'s solution](#)

**417.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**418.**

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[\\_Ch1F4N\\_'s solution](#)

**419.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[\\_Ch1F4N\\_'s solution](#)

**420.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**421.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**422.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**423.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**424.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[\\_Ch1F4N\\_'s solution](#)

**425.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[\\_Ch1F4N\\_'s solution](#)

**426.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**427.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**428.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[\\_Ch1F4N\\_'s solution](#)

**429.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[\\_Ch1F4N\\_'s solution](#)

**430.**

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[\\_Ch1F4N\\_'s solution](#)

**431.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[\\_Ch1F4N\\_'s solution](#)

**432.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[\\_Ch1F4N\\_'s solution](#)

**433.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[\\_Ch1F4N\\_'s solution](#)

**434.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**435.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**436.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities

[\\_Ch1F4N\\_'s solution](#)

**437.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[\\_Ch1F4N\\_'s solution](#)

**438.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[\\_Ch1F4N\\_'s solution](#)

**439.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**440.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers

[\\_Ch1F4N\\_'s solution](#)

**441.**

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

**442.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[\\_Ch1F4N\\_'s solution](#)

**443.**

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[\\_Ch1F4N\\_'s solution](#)

**444.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**445.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[\\_Ch1F4N\\_'s solution](#)

**446.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[\\_Ch1F4N\\_'s solution](#)

**447.**

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**448.**

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**449.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[\\_Ch1F4N\\_'s solution](#)

**450.**

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

[\\_Ch1F4N\\_'s solution](#)

**451.**

2002D2

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

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

[\\_Ch1F4N\\_'s solution](#)

**452.**

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**453.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[\\_Ch1F4N\\_'s solution](#)

**454.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**455.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**456.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[\\_Ch1F4N\\_'s solution](#)

**457.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**458.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**459.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**460.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**461.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**462.**

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-22 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[\\_Ch1F4N\\_'s solution](#)

**463.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[\\_Ch1F4N\\_'s solution](#)

**464.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[\\_Ch1F4N\\_'s solution](#)

**465.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[\\_Ch1F4N\\_'s solution](#)

**466.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**467.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[\\_Ch1F4N\\_'s solution](#)

**468.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**469.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[\\_Ch1F4N\\_'s solution](#)

**470.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**471.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**472.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[\\_Ch1F4N\\_'s solution](#)

**473.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**474.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**475.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[\\_Ch1F4N\\_'s solution](#)

**476.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory  
[\\_Ch1F4N\\_'s solution](#)

**477.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices  
[\\_Ch1F4N\\_'s solution](#)

**478.**

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, matrices  
[\\_Ch1F4N\\_'s solution](#)

**479.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[\\_Ch1F4N\\_'s solution](#)

**480.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers  
[\\_Ch1F4N\\_'s solution](#)

**481.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory  
[\\_Ch1F4N\\_'s solution](#)

**482.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[\\_Ch1F4N\\_'s solution](#)

**483.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers  
[\\_Ch1F4N\\_'s solution](#)

**484.**

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices  
[\\_Ch1F4N\\_'s solution](#)

**485.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**486.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[\\_Ch1F4N\\_'s solution](#)

**487.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[\\_Ch1F4N\\_'s solution](#)

**488.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**489.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[\\_Ch1F4N\\_'s solution](#)

**490.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[\\_Ch1F4N\\_'s solution](#)

**491.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**492.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[\\_Ch1F4N\\_'s solution](#)

**493.**

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[\\_Ch1F4N\\_'s solution](#)

**494.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**495.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2024-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[\\_Ch1F4N\\_'s solution](#)

**496.**

1886E

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

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**497.**

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**498.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[\\_Ch1F4N\\_'s solution](#)

**499.**

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[\\_Ch1F4N\\_'s solution](#)

**500.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**501.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**502.**

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**503.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**504.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[\\_Ch1F4N\\_'s solution](#)

## 505.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[\\_Ch1F4N\\_'s solution](#)

## 506.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

## 507.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

## 508.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[\\_Ch1F4N\\_'s solution](#)

## 509.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[\\_Ch1F4N\\_'s solution](#)

## 510.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

## 511.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2023-09-15 · last AC: 2024-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

## 512.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[\\_Ch1F4N\\_'s solution](#)

## 513.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[\\_Ch1F4N\\_'s solution](#)

## 514.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[\\_Ch1F4N\\_'s solution](#)

**515.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[\\_Ch1F4N\\_'s solution](#)

**516.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[\\_Ch1F4N\\_'s solution](#)

**517.**

1101F

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

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[\\_Ch1F4N\\_'s solution](#)

**518.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**519.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[\\_Ch1F4N\\_'s solution](#)

**520.**

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[\\_Ch1F4N\\_'s solution](#)

**521.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[\\_Ch1F4N\\_'s solution](#)

**522.**

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[\\_Ch1F4N\\_'s solution](#)

**523.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[\\_Ch1F4N\\_'s solution](#)

**524.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**525.**

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**526.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-07-24 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[\\_Ch1F4N\\_'s solution](#)

**527.**

1906K

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[\\_Ch1F4N\\_'s solution](#)

**528.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[\\_Ch1F4N\\_'s solution](#)

**529.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**530.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[\\_Ch1F4N\\_'s solution](#)

**531.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**532.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[\\_Ch1F4N\\_'s solution](#)

**533.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[\\_Ch1F4N\\_'s solution](#)

**534.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, matrices

[\\_Ch1F4N\\_'s solution](#)

**535.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[\\_Ch1F4N\\_'s solution](#)

**536.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees  
[\\_Ch1F4N\\_'s solution](#)

**537.**

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[\\_Ch1F4N\\_'s solution](#)

**538.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers  
[\\_Ch1F4N\\_'s solution](#)

**539.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[\\_Ch1F4N\\_'s solution](#)

**540.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings  
[\\_Ch1F4N\\_'s solution](#)

**541.**

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs  
[\\_Ch1F4N\\_'s solution](#)

**542.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy  
[\\_Ch1F4N\\_'s solution](#)

**543.**

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees  
[\\_Ch1F4N\\_'s solution](#)

**544.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs  
[\\_Ch1F4N\\_'s solution](#)

**545.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**546.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**547.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**548.**

611F

[New Year and Cleaning](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[\\_Ch1F4N\\_'s solution](#)

**549.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**550.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[\\_Ch1F4N\\_'s solution](#)

**551.**

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[\\_Ch1F4N\\_'s solution](#)

**552.**

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

[\\_Ch1F4N\\_'s solution](#)

**553.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[\\_Ch1F4N\\_'s solution](#)

**554.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

greedy, math

[\\_Ch1F4N\\_'s solution](#)

**555.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**556.**

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**557.**

963D

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

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**558.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[\\_Ch1F4N\\_'s solution](#)

**559.**

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[\\_Ch1F4N\\_'s solution](#)

**560.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[\\_Ch1F4N\\_'s solution](#)

**561.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[\\_Ch1F4N\\_'s solution](#)

**562.**

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**563.**

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[\\_Ch1F4N\\_'s solution](#)

**564.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[\\_Ch1F4N\\_'s solution](#)

**565.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[\\_Ch1F4N\\_'s solution](#)

**566.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[\\_Ch1F4N\\_'s solution](#)

**567.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**568.**

2132G

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

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[\\_Ch1F4N\\_'s solution](#)

**569.**

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[\\_Ch1F4N\\_'s solution](#)

**570.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**571.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**572.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[\\_Ch1F4N\\_'s solution](#)

**573.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[\\_Ch1F4N\\_'s solution](#)

**574.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**575.**

1111D

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

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**576.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[\\_Ch1F4N\\_'s solution](#)

**577.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[\\_Ch1F4N\\_'s solution](#)

**578.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**579.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[\\_Ch1F4N\\_'s solution](#)

**580.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[\\_Ch1F4N\\_'s solution](#)

**581.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[\\_Ch1F4N\\_'s solution](#)

**582.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[\\_Ch1F4N\\_'s solution](#)

**583.**

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**584.**

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[\\_Ch1F4N\\_'s solution](#)

**585.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[\\_Ch1F4N\\_'s solution](#)

**586.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[\\_Ch1F4N\\_'s solution](#)

**587.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[\\_Ch1F4N\\_'s solution](#)

**588.**

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[\\_Ch1F4N\\_'s solution](#)

**589.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**590.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**591.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[\\_Ch1F4N\\_'s solution](#)

**592.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**593.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[\\_Ch1F4N\\_'s solution](#)

**594.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**595.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[\\_Ch1F4N\\_'s solution](#)

**596.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[\\_Ch1F4N\\_'s solution](#)

**597.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory

[\\_Ch1F4N\\_'s solution](#)

**598.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**599.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**600.**

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**601.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[\\_Ch1F4N\\_'s solution](#)

**602.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**603.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[\\_Ch1F4N\\_'s solution](#)

**604.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[\\_Ch1F4N\\_'s solution](#)

**605.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[\\_Ch1F4N\\_'s solution](#)

**606.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2024-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**607.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[\\_Ch1F4N\\_'s solution](#)

**608.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**609.**

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Ch1F4N\\_'s solution](#)

**610.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[\\_Ch1F4N\\_'s solution](#)

**611.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[\\_Ch1F4N\\_'s solution](#)

**612.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[\\_Ch1F4N\\_'s solution](#)

**613.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[\\_Ch1F4N\\_'s solution](#)

**614.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**615.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[\\_Ch1F4N\\_'s solution](#)

**616.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs

[\\_Ch1F4N\\_'s solution](#)

**617.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[\\_Ch1F4N\\_'s solution](#)

**618.**

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[\\_Ch1F4N\\_'s solution](#)

**619.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**620.**

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[\\_Ch1F4N\\_'s solution](#)

**621.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**622.**

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**623.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[\\_Ch1F4N\\_'s solution](#)

**624.**

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**625.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation  
[\\_Ch1F4N\\_'s solution](#)

**626.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[\\_Ch1F4N\\_'s solution](#)

**627.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers  
[\\_Ch1F4N\\_'s solution](#)

**628.**

1179D

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

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[\\_Ch1F4N\\_'s solution](#)

**629.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[\\_Ch1F4N\\_'s solution](#)

**630.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees  
[\\_Ch1F4N\\_'s solution](#)

**631.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[\\_Ch1F4N\\_'s solution](#)

**632.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[\\_Ch1F4N\\_'s solution](#)

**633.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation  
[\\_Ch1F4N\\_'s solution](#)

**634.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math  
[\\_Ch1F4N\\_'s solution](#)

**635.**

2041J

[Bottle Arrangement](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[\\_Ch1F4N\\_'s solution](#)

**636.**

724F

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

Quality: 522 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**637.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[\\_Ch1F4N\\_'s solution](#)

**638.**

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[\\_Ch1F4N\\_'s solution](#)

**639.**

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[\\_Ch1F4N\\_'s solution](#)

**640.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[\\_Ch1F4N\\_'s solution](#)

**641.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**642.**

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[\\_Ch1F4N\\_'s solution](#)

**643.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[\\_Ch1F4N\\_'s solution](#)

**644.**

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**645.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**646.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**647.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**648.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**649.**

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[\\_Ch1F4N\\_'s solution](#)

**650.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[\\_Ch1F4N\\_'s solution](#)

**651.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[\\_Ch1F4N\\_'s solution](#)

**652.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-10-24 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[\\_Ch1F4N\\_'s solution](#)

**653.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[\\_Ch1F4N\\_'s solution](#)

**654.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[\\_Ch1F4N\\_'s solution](#)

**655.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**656.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[\\_Ch1F4N\\_'s solution](#)

**657.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[\\_Ch1F4N\\_'s solution](#)

**658.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[\\_Ch1F4N\\_'s solution](#)

**659.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs

[\\_Ch1F4N\\_'s solution](#)

**660.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-02-22 · last AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[\\_Ch1F4N\\_'s solution](#)

**661.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**662.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**663.**

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**664.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**665.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[\\_Ch1F4N\\_'s solution](#)

**666.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[\\_Ch1F4N\\_'s solution](#)

**667.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[\\_Ch1F4N\\_'s solution](#)

**668.**

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[\\_Ch1F4N\\_'s solution](#)

**669.**

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[\\_Ch1F4N\\_'s solution](#)

**670.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**671.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**672.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[\\_Ch1F4N\\_'s solution](#)

**673.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**674.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-08-24 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**675.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-08-31 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[\\_Ch1F4N\\_'s solution](#)

**676.**

319D

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

Quality: 777 global accepts · Rating: 2800 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**677.**

1749F

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

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[\\_Ch1F4N\\_'s solution](#)

**678.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[\\_Ch1F4N\\_'s solution](#)

**679.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[\\_Ch1F4N\\_'s solution](#)

**680.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**681.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[\\_Ch1F4N\\_'s solution](#)

**682.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[\\_Ch1F4N\\_'s solution](#)

**683.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[\\_Ch1F4N\\_'s solution](#)

**684.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[\\_Ch1F4N\\_'s solution](#)

**685.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[\\_Ch1F4N\\_'s solution](#)

**686.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[\\_Ch1F4N\\_'s solution](#)

**687.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees  
[\\_Ch1F4N\\_'s solution](#)

**688.**

1835D

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

Quality: 658 global accepts · Rating: 2900 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory  
[\\_Ch1F4N\\_'s solution](#)

**689.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities  
[\\_Ch1F4N\\_'s solution](#)

**690.**

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math  
[\\_Ch1F4N\\_'s solution](#)

**691.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees  
[\\_Ch1F4N\\_'s solution](#)

**692.**

997D

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

Quality: 517 global accepts · Rating: 2900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees  
[\\_Ch1F4N\\_'s solution](#)

**693.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[\\_Ch1F4N\\_'s solution](#)

**694.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-07-12 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu  
[\\_Ch1F4N\\_'s solution](#)

**695.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-04-15 · last AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[\\_Ch1F4N\\_'s solution](#)

**696.**

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**697.**

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[\\_Ch1F4N\\_'s solution](#)

**698.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[\\_Ch1F4N\\_'s solution](#)

**699.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**700.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**701.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-02-12 · last AC: 2025-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[\\_Ch1F4N\\_'s solution](#)

**702.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**703.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[\\_Ch1F4N\\_'s solution](#)

**704.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**705.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-08-17 · last AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**706.**

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[\\_Ch1F4N\\_'s solution](#)

**707.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[\\_Ch1F4N\\_'s solution](#)

**708.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[\\_Ch1F4N\\_'s solution](#)

**709.**

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-25 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[\\_Ch1F4N\\_'s solution](#)

**710.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**711.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**712.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-08-30 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[\\_Ch1F4N\\_'s solution](#)

**713.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**714.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**715.**

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**716.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[\\_Ch1F4N\\_'s solution](#)

**717.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings

[\\_Ch1F4N\\_'s solution](#)

**718.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[\\_Ch1F4N\\_'s solution](#)

**719.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-07 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[\\_Ch1F4N\\_'s solution](#)

**720.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**721.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[\\_Ch1F4N\\_'s solution](#)

**722.**

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[\\_Ch1F4N\\_'s solution](#)

**723.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar

[\\_Ch1F4N\\_'s solution](#)

**724.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[\\_Ch1F4N\\_'s solution](#)

**725.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[\\_Ch1F4N\\_'s solution](#)

**726.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[\\_Ch1F4N\\_'s solution](#)

**727.**

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[\\_Ch1F4N\\_'s solution](#)

**728.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[\\_Ch1F4N\\_'s solution](#)

**729.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[\\_Ch1F4N\\_'s solution](#)

**730.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[\\_Ch1F4N\\_'s solution](#)

**731.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[\\_Ch1F4N\\_'s solution](#)

**732.**

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[\\_Ch1F4N\\_'s solution](#)

**733.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[\\_Ch1F4N\\_'s solution](#)

**734.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**735.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[\\_Ch1F4N\\_'s solution](#)

**736.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings  
[\\_Ch1F4N\\_'s solution](#)

**737.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths  
[\\_Ch1F4N\\_'s solution](#)

**738.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows  
[\\_Ch1F4N\\_'s solution](#)

**739.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[\\_Ch1F4N\\_'s solution](#)

**740.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[\\_Ch1F4N\\_'s solution](#)

**741.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_Ch1F4N\\_'s solution](#)

**742.**

1740H

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

Quality: 317 global accepts · Rating: 3300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[\\_Ch1F4N\\_'s solution](#)

**743.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[\\_Ch1F4N\\_'s solution](#)

**744.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings  
[\\_Ch1F4N\\_'s solution](#)

**745.**

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[\\_Ch1F4N\\_'s solution](#)

**746.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[\\_Ch1F4N\\_'s solution](#)

**747.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[\\_Ch1F4N\\_'s solution](#)

**748.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[\\_Ch1F4N\\_'s solution](#)

**749.**

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[\\_Ch1F4N\\_'s solution](#)

**750.**

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

**751.**

1776E

[Crossing the Railways](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[\\_Ch1F4N\\_'s solution](#)

**752.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[\\_Ch1F4N\\_'s solution](#)

**753.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[\\_Ch1F4N\\_'s solution](#)

**754.**

1098F

[AbÖqVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[\\_Ch1F4N\\_'s solution](#)

**755.**

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[\\_Ch1F4N\\_'s solution](#)

### 756.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[\\_Ch1F4N\\_'s solution](#)

### 757.

105481H

[R](#) [T](#) [e](#) [p](#) [i](#) [w](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 758.

105481I

[i](#) [o](#) [u](#) [b](#) [l](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 759.

105481K

[S](#) [i](#) [t](#) [i](#) [e](#) [a](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 760.

105481D

[y](#) [u](#) [s](#) [s](#) [o](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 761.

105481E

[O](#) [A](#) [t](#) [o](#) [f](#) [G](#) [T](#) [M](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 762.

105481G

[T](#) [u](#) [e](#) [a](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 763.

105481L

[Y](#) [T](#) [M](#) [K](#) [a](#) [N](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 764.

105481C

[c](#) [o](#) [n](#) [t](#) [e](#) [t](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 765.

105481A

[r](#) [i](#) [n](#) [t](#) [w](#) [o](#) [x](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

### 766.

105481J

[O](#) [u](#) [t](#) [i](#) [n](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**767.**

105481B

[kORonq/](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**768.**

101064L

[The Knapsack problem · Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**769.**

105540I

[The Hanged Man · Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**770.**

105540F

[The Hermit · Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**771.**

105540J

[Temperance · Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**772.**

105540B

[The Magician · Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**773.**

105540A

[The Fool · Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**774.**

103860D

[Tree Partition · Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**775.**

104880L

[epRojep](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**776.**

105459G

[Welcome to Join the Online Meeting! · Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**777.**

105459C

[Giving Directions in Harbin · Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**778.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**779.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**780.**

105578G

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

Rating: — · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**781.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**782.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**783.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**784.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**785.**

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, math  
[\\_Ch1F4N\\_'s solution](#)

**786.**

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**787.**

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**788.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**789.**

105385J

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

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**790.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**791.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**792.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**793.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**794.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**795.**

105336C

[Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**796.**

105336G

[Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**797.**

105336J

[Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**798.**

105336E

[Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**799.**

105336D

[Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**800.**

105336B

[Q&A Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**801.**

105336K

[Solving n8b](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**802.**

105336L

[Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**803.**

104803D

[Yiyi's Sa](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**804.**

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**805.**

104396K

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

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**806.**

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**807.**

104396J

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

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**808.**

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**809.**

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**810.**

105170J

[Lone Trail](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**811.**

105170H

[Games on the Ads 2: Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**812.**

105170K

[String Divide II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**813.**

105170E

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

Rating: — · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**814.**

105170F

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**815.**

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**816.**

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**817.**

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**818.**

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**819.**

105170I

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

Rating: — · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**820.**

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**821.**

105322A

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**822.**

105322C

[Genshin Impact](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**823.**

105322D

[Iwanna](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**824.**

105322B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**825.**

105322E

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**826.**

104234G

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

Rating: — · first AC: 2024-09-07 · last AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**827.**

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**828.**

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**829.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**830.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**831.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**832.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**833.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**834.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**835.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**836.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**837.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**838.**

104857C

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

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**839.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**840.**

104857F

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

Rating: — · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**841.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-04-20 · last AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees  
[\\_Ch1F4N\\_'s solution](#)

**842.**

104511E

[Awesome Hack for Free GPA](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**843.**

104511D

[Hillington](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**844.**

104511C

[Tree Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**845.**

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**846.**

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**847.**

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**848.**

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**849.**

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**850.**

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**851.**

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**852.**

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**853.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**854.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Ch1F4N\\_'s solution](#)

**855.**

102770L

[List of Products](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Ch1F4N\\_'s solution](#)

**856.**

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[\\_Ch1F4N\\_'s solution](#)