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Unique solved — Diu

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- 1.**
2211A
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- 2.**
2122A
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2124A
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2119A
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1776A
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1896A
[Jagged Swaps](#) · [Tutorial](#)
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- 7.**
1870A
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1864A
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1795A
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10.

1799A

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11.

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12.

1788A

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13.

1775A1

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14.

1787A

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15.

1735A

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16.

1734B

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17.

1734A

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18.

1713A

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19.

1716B

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20.

1716A

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21.

1704A

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22.

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23.

1688B

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24.

1688A

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25.

1627A

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26.

1654B

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27.

1654A

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28.

1647A

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29.

1634A

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30.

1649A

[Game](#) · [Tutorial](#)

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31.

1632A

[ABC](#) · [Tutorial](#)

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32.

1631A

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33.

1626A

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34.

1561A

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35.

1608A

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36.

1614A

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37.

1504A

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38.

710A

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39.

1896B

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40.

1795B

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41.

1775A2

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

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42.

1735B

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43.

1505A

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44.

1606A

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45.

2124B

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46.

1876A

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47.

1784A

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48.

1785A

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49.

1713B

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50.

1704B

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51.

1634C

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Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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52.

1A

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53.

1632B

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54.

1614B

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55.

1469A

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

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56.

2211B

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57.

2138A

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58.

2122B

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59.

1864B

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60.

1793B

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61.

1788B

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62.

1787B

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63.

1631B

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64.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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65.

1606B

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66.

2196A

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67.

2119B

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68.

1874A

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69.

1870B

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70.

1799B

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71.

1793C

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72.

1734C

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73.

1713C

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

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74.

1704C

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75.

1647B

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76.

1608B

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

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77.

1495A

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78.

1504B

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[_Diu_'s solution](#)

79.

456B

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80.

776B

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Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

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81.

2211C1

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[_Diu_'s solution](#)

82.

2201A1

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83.

2129A

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84.

2124C

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Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[_Diu_'s solution](#)

85.

2119C

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86.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

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87.

1870C

[Colorful Table](#) · [Tutorial](#)

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88.

1868A

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89.

1864C

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90.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Diu 's solution](#)

91.

1788C

[Matching Numbers](#) · [Tutorial](#)

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92.

1775B

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

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93.

1711B

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94.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[Diu 's solution](#)

95.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · last AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Diu 's solution](#)

96.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Diu 's solution](#)

97.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[Diu 's solution](#)

98.

1561B

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

Rating: 1300 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Diu 's solution](#)

99.

1601A

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

Quality: 21,090 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-10-29 · Clang++17 Diagnostics (first AC) · Tags: bitmasks, greedy, math, number theory
[Diu 's solution](#)

100.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[_Diu_'s solution](#)

101.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[_Diu_'s solution](#)

102.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[_Diu_'s solution](#)

103.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[_Diu_'s solution](#)

104.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[_Diu_'s solution](#)

105.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[_Diu_'s solution](#)

106.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[_Diu_'s solution](#)

107.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[_Diu_'s solution](#)

108.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[_Diu_'s solution](#)

109.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[_Diu_'s solution](#)

110.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[Diu_'s solution](#)

111.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Diu_'s solution](#)

112.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Diu_'s solution](#)

113.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[Diu_'s solution](#)

114.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2023-02-16 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Diu_'s solution](#)

115.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Diu_'s solution](#)

116.

1711C

[Color the Picture](#) · [Tutorial](#)

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

[Diu_'s solution](#)

117.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Diu_'s solution](#)

118.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Diu_'s solution](#)

119.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Diu_'s solution](#)

120.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[_Diu_'s solution](#)

121.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[_Diu_'s solution](#)

122.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[_Diu_'s solution](#)

123.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[_Diu_'s solution](#)

124.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1600 · first AC: 2023-02-16 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[_Diu_'s solution](#)

125.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[_Diu_'s solution](#)

126.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[_Diu_'s solution](#)

127.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[_Diu_'s solution](#)

128.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[_Diu_'s solution](#)

129.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[_Diu_'s solution](#)

130.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[_Diu_'s solution](#)

131.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[_Diu_'s solution](#)

132.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[_Diu_'s solution](#)

133.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,083 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[_Diu_'s solution](#)

134.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[_Diu_'s solution](#)

135.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[_Diu_'s solution](#)

136.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[_Diu_'s solution](#)

137.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[_Diu_'s solution](#)

138.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[_Diu_'s solution](#)

139.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[_Diu_'s solution](#)

140.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[_Diu_'s solution](#)

141.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[_Diu_'s solution](#)

142.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[_Diu_'s solution](#)

143.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[_Diu_'s solution](#)

144.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[_Diu_'s solution](#)

145.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[_Diu_'s solution](#)

146.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[_Diu_'s solution](#)

147.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[_Diu_'s solution](#)

148.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[_Diu_'s solution](#)

149.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[_Diu_'s solution](#)

150.

2211C2

[Equal Multisets \(Hard Version\) · Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[_Diu_'s solution](#)

151.

2196C1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[_Diu_'s solution](#)

152.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[_Diu_'s solution](#)

153.

1870D

[Prefix Purchase · Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[_Diu_'s solution](#)

154.

1801B

[Buying gifts · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[_Diu_'s solution](#)

155.

1793D

[Moscow Gorillas · Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[_Diu_'s solution](#)

156.

1775D

[Friendly Spiders · Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[_Diu_'s solution](#)

157.

1734D

[Slime Escape · Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[_Diu_'s solution](#)

158.

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[_Diu_'s solution](#)

159.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[_Diu_'s solution](#)

160.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[_Diu_'s solution](#)

161.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[_Diu_'s solution](#)

162.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[_Diu_'s solution](#)

163.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[_Diu_'s solution](#)

164.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[_Diu_'s solution](#)

165.

2138B

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

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[_Diu_'s solution](#)

166.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[_Diu_'s solution](#)

167.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[_Diu_'s solution](#)

168.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[_Diu_'s solution](#)

169.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[_Diu_'s solution](#)

170.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp
[_Diu_'s solution](#)

171.

1784B

[Letter Exchange · Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[_Diu_'s solution](#)

172.

1787D

[Game on Axis · Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[_Diu_'s solution](#)

173.

1785B

[Letter Exchange · Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[_Diu_'s solution](#)

174.

1704D

[Magical Array · Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[_Diu_'s solution](#)

175.

1545B

[AquaMoon and Chess · Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[_Diu_'s solution](#)

176.

1627D

[Not Adding · Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[_Diu_'s solution](#)

177.

1647D

[Madoka and the Best School in Russia · Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[_Diu_'s solution](#)

178.

1648C

[Tyler and Strings · Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation
[_Diu_'s solution](#)

179.

1649E

[Tyler and Strings · Tutorial](#)

Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math
[_Diu_'s solution](#)

180.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Diu 's solution](#)

181.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Diu 's solution](#)

182.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2021-11-19 · last AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Diu 's solution](#)

183.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[Diu 's solution](#)

184.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Diu 's solution](#)

185.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Diu 's solution](#)

186.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Diu 's solution](#)

187.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Diu 's solution](#)

188.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Diu 's solution](#)

189.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Diu 's solution](#)

190.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[_Diu_'s solution](#)

191.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[_Diu_'s solution](#)

192.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Diu_'s solution](#)

193.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[_Diu_'s solution](#)

194.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[_Diu_'s solution](#)

195.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[_Diu_'s solution](#)

196.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_Diu_'s solution](#)

197.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_Diu_'s solution](#)

198.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[_Diu_'s solution](#)

199.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[_Diu_'s solution](#)

200.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[_Diu_'s solution](#)

201.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[_Diu_'s solution](#)

202.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[_Diu_'s solution](#)

203.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[_Diu_'s solution](#)

204.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[_Diu_'s solution](#)

205.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[_Diu_'s solution](#)

206.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[_Diu_'s solution](#)

207.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[_Diu_'s solution](#)

208.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[_Diu_'s solution](#)

209.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[_Diu_'s solution](#)

210.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Diu_'s solution](#)

211.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Diu_'s solution](#)

212.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Diu_'s solution](#)

213.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Diu_'s solution](#)

214.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Diu_'s solution](#)

215.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2024-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Diu_'s solution](#)

216.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Diu_'s solution](#)

217.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Diu_'s solution](#)

218.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diu_'s solution](#)

219.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[Diu_'s solution](#)

220.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[_Diu_'s solution](#)

221.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[_Diu_'s solution](#)

222.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[_Diu_'s solution](#)

223.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[_Diu_'s solution](#)

224.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[_Diu_'s solution](#)

225.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[_Diu_'s solution](#)

226.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[_Diu_'s solution](#)

227.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[_Diu_'s solution](#)

228.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[_Diu_'s solution](#)

229.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[_Diu_'s solution](#)

230.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Diu 's solution](#)

231.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Diu 's solution](#)

232.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Diu 's solution](#)

233.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Diu 's solution](#)

234.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Diu 's solution](#)

235.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Diu 's solution](#)

236.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Diu 's solution](#)

237.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Diu 's solution](#)

238.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Diu 's solution](#)

239.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Diu 's solution](#)

240.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[_Diu_'s solution](#)

241.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[_Diu_'s solution](#)

242.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[_Diu_'s solution](#)

243.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[_Diu_'s solution](#)

244.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[_Diu_'s solution](#)

245.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Diu_'s solution](#)

246.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[_Diu_'s solution](#)

247.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[_Diu_'s solution](#)

248.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[_Diu_'s solution](#)

249.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[_Diu_'s solution](#)

250.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Diu 's solution](#)

251.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Diu 's solution](#)

252.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Diu 's solution](#)

253.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Diu 's solution](#)

254.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Diu 's solution](#)

255.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Diu 's solution](#)

256.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Diu 's solution](#)

257.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[Diu 's solution](#)

258.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Diu 's solution](#)

259.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Diu 's solution](#)

260.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings
[Diu 's solution](#)

261.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[Diu 's solution](#)

262.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[Diu 's solution](#)

263.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[Diu 's solution](#)

264.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[Diu 's solution](#)

265.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Diu 's solution](#)

266.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Diu 's solution](#)

267.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[Diu 's solution](#)

268.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[Diu 's solution](#)

269.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[Diu 's solution](#)

270.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[_Diu_'s solution](#)

271.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[_Diu_'s solution](#)

272.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[_Diu_'s solution](#)

273.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[_Diu_'s solution](#)

274.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[_Diu_'s solution](#)

275.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[_Diu_'s solution](#)

276.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[_Diu_'s solution](#)

277.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[_Diu_'s solution](#)

278.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[_Diu_'s solution](#)

279.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[_Diu_'s solution](#)

280.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[_Diu_'s solution](#)

281.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive

[_Diu_'s solution](#)

282.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · last AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[_Diu_'s solution](#)

283.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · last AC: 2024-03-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[_Diu_'s solution](#)

284.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-03-20 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[_Diu_'s solution](#)

285.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[_Diu_'s solution](#)

286.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[_Diu_'s solution](#)

287.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[_Diu_'s solution](#)

288.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[_Diu_'s solution](#)

289.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, dsu, math

[_Diu_'s solution](#)

290.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[_Diu_'s solution](#)

291.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[_Diu_'s solution](#)

292.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[_Diu_'s solution](#)

293.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[_Diu_'s solution](#)

294.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[_Diu_'s solution](#)

295.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[_Diu_'s solution](#)

296.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[_Diu_'s solution](#)

297.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[_Diu_'s solution](#)

298.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[_Diu_'s solution](#)

299.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[_Diu_'s solution](#)

300.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[_Diu_'s solution](#)

301.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[_Diu_'s solution](#)

302.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[_Diu_'s solution](#)

303.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[_Diu_'s solution](#)

304.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[_Diu_'s solution](#)

305.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[_Diu_'s solution](#)

306.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[_Diu_'s solution](#)

307.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[_Diu_'s solution](#)

308.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[_Diu_'s solution](#)

309.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[_Diu_'s solution](#)

310.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[_Diu_'s solution](#)

311.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[_Diu_'s solution](#)

312.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[_Diu_'s solution](#)

313.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[_Diu_'s solution](#)

314.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[_Diu_'s solution](#)

315.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[_Diu_'s solution](#)

316.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[_Diu_'s solution](#)

317.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[_Diu_'s solution](#)

318.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[_Diu_'s solution](#)

319.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data

structures, divide and conquer, implementation

[Diu 's solution](#)

320.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Diu 's solution](#)

321.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees

[Diu 's solution](#)

322.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Diu 's solution](#)

323.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Diu 's solution](#)

324.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Diu 's solution](#)

325.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[Diu 's solution](#)

326.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Diu 's solution](#)

327.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Diu 's solution](#)

328.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Diu 's solution](#)

329.

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[_Diu_'s solution](#)

330.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[_Diu_'s solution](#)

331.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[_Diu_'s solution](#)

332.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[_Diu_'s solution](#)

333.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[_Diu_'s solution](#)

334.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[_Diu_'s solution](#)

335.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[_Diu_'s solution](#)

336.

98E

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

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[_Diu_'s solution](#)

337.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[_Diu_'s solution](#)

338.

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[_Diu_'s solution](#)

339.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[_Diu_'s solution](#)

340.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[_Diu_'s solution](#)

341.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[_Diu_'s solution](#)

342.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[_Diu_'s solution](#)

343.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[_Diu_'s solution](#)

344.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[_Diu_'s solution](#)

345.

1303G

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

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[_Diu_'s solution](#)

346.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[_Diu_'s solution](#)

347.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[_Diu_'s solution](#)

348.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[_Diu_'s solution](#)

349.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[_Diu_'s solution](#)

350.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-03-20 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[_Diu_'s solution](#)

351.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[_Diu_'s solution](#)

352.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[_Diu_'s solution](#)

353.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[_Diu_'s solution](#)

354.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[_Diu_'s solution](#)

355.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[_Diu_'s solution](#)

356.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[_Diu_'s solution](#)

357.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[_Diu_'s solution](#)

358.

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[_Diu_'s solution](#)

359.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[_Diu_'s solution](#)

360.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[_Diu_'s solution](#)

361.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[_Diu_'s solution](#)

362.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees
[_Diu_'s solution](#)

363.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[_Diu_'s solution](#)

364.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[_Diu_'s solution](#)

365.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees
[_Diu_'s solution](#)

366.

575I

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

Quality: 547 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[_Diu_'s solution](#)

367.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[_Diu_'s solution](#)

368.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[_Diu_'s solution](#)

369.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[_Diu_'s solution](#)

370.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and

conquer, greedy, hashing, sortings, strings

[_Diu_'s solution](#)

371.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[_Diu_'s solution](#)

372.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[_Diu_'s solution](#)

373.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[_Diu_'s solution](#)

374.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[_Diu_'s solution](#)

375.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[_Diu_'s solution](#)

376.

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[_Diu_'s solution](#)

377.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, math

[_Diu_'s solution](#)

378.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[_Diu_'s solution](#)

379.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[_Diu_'s solution](#)

380.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[_Diu_'s solution](#)

381.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[_Diu_'s solution](#)

382.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[_Diu_'s solution](#)

383.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[_Diu_'s solution](#)

384.

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[_Diu_'s solution](#)

385.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[_Diu_'s solution](#)

386.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[_Diu_'s solution](#)

387.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[_Diu_'s solution](#)

388.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[_Diu_'s solution](#)

389.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[_Diu_'s solution](#)

390.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[_Diu_'s solution](#)

391.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, two pointers

[_Diu_'s solution](#)

392.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Diu_'s solution](#)

393.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[_Diu_'s solution](#)

394.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[_Diu_'s solution](#)

395.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[_Diu_'s solution](#)

396.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[_Diu_'s solution](#)

397.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[_Diu_'s solution](#)

398.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[_Diu_'s solution](#)

399.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[_Diu_'s solution](#)

400.

1787G

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

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-09-09 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[_Diu_'s solution](#)

401.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[_Diu_'s solution](#)

402.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[_Diu_'s solution](#)

403.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[_Diu_'s solution](#)

404.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[_Diu_'s solution](#)

405.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_Diu_'s solution](#)

406.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[_Diu_'s solution](#)

407.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[_Diu_'s solution](#)

408.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[_Diu_'s solution](#)

409.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[_Diu_'s solution](#)

410.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[_Diu_'s solution](#)

411.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[_Diu_'s solution](#)

412.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[_Diu_'s solution](#)

413.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[_Diu_'s solution](#)

414.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[_Diu_'s solution](#)

415.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[_Diu_'s solution](#)

416.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[_Diu_'s solution](#)

417.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[_Diu_'s solution](#)

418.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_Diu_'s solution](#)

419.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[_Diu_'s solution](#)

420.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[_Diu_'s solution](#)

421.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[_Diu_'s solution](#)

422.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[_Diu_'s solution](#)

423.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[_Diu_'s solution](#)

424.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[_Diu_'s solution](#)

425.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[_Diu_'s solution](#)

426.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[_Diu_'s solution](#)

427.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[_Diu_'s solution](#)

428.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[_Diu_'s solution](#)

429.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[_Diu_'s solution](#)

430.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[_Diu_'s solution](#)

431.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-10-27 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[_Diu_'s solution](#)

432.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[_Diu_'s solution](#)

433.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[_Diu_'s solution](#)

434.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[_Diu_'s solution](#)

435.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[_Diu_'s solution](#)

436.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[_Diu_'s solution](#)

437.

379G

[New Year Cactus](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3100 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[_Diu_'s solution](#)

438.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_Diu_'s solution](#)

439.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[_Diu_'s solution](#)

440.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, games

[_Diu_'s solution](#)

441.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-10-29 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[_Diu_'s solution](#)

442.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[_Diu_'s solution](#)

443.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[_Diu_'s solution](#)

444.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[_Diu_'s solution](#)

445.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[_Diu_'s solution](#)

446.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[_Diu_'s solution](#)

447.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[_Diu_'s solution](#)

448.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-02-01 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_Diu_'s solution](#)

449.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[_Diu_'s solution](#)

450.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[_Diu_'s solution](#)

451.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[_Diu_'s solution](#)

452.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs
[_Diu_'s solution](#)

453.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[_Diu_'s solution](#)

454.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-28 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices
[_Diu_'s solution](#)

455.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: matrices
[_Diu_'s solution](#)

456.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[_Diu_'s solution](#)

457.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[_Diu_'s solution](#)

458.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[_Diu_'s solution](#)

459.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[_Diu_'s solution](#)

460.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths
[_Diu_'s solution](#)

461.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: trees
[_Diu_'s solution](#)

462.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide

and conquer, dsu, graphs, implementation, trees

[_Diu_'s solution](#)

463.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[_Diu_'s solution](#)

464.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[_Diu_'s solution](#)

465.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[_Diu_'s solution](#)

466.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[_Diu_'s solution](#)

467.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Diu_'s solution](#)

468.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

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469.

1523G

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470.

1242E

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471.

1608F

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472.

1621G

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473.

700E

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474.

1416F

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Quality: 603 global accepts · Rating: 3300 · first AC: 2022-02-10 · last AC: 2024-05-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[_Diu_'s solution](#)

475.

906E

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Quality: 569 global accepts · Rating: 3300 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

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476.

986F

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477.

1764G3

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478.

1466H

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479.

1718D

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480.

1876E

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Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[_Diu_'s solution](#)

481.

1495F

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Quality: 423 global accepts · Rating: 3300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

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482.

1270H

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[_Diu_'s solution](#)

483.

618G

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Quality: 272 global accepts · Rating: 3300 · first AC: 2023-08-08 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, probabilities

[_Diu_'s solution](#)

484.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_Diu_'s solution](#)

485.

1556G

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Quality: 446 global accepts · Rating: 3300 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[_Diu_'s solution](#)

486.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[_Diu_'s solution](#)

487.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[_Diu_'s solution](#)

488.

1750G

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[_Diu_'s solution](#)

489.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[_Diu_'s solution](#)

490.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

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491.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[_Diu_'s solution](#)

492.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[_Diu_'s solution](#)

493.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2022-03-15 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, graphs, greedy, schedules

[_Diu_'s solution](#)

494.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Diu_'s solution](#)

495.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[_Diu_'s solution](#)

496.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Diu_'s solution](#)

497.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2023-08-14 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[_Diu_'s solution](#)

498.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[_Diu_'s solution](#)

499.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[_Diu_'s solution](#)

500.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[_Diu_'s solution](#)

501.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[_Diu_'s solution](#)

502.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, trees

[_Diu_'s solution](#)

503.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-03-14 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[_Diu_'s solution](#)

504.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[_Diu_'s solution](#)

505.

1205F

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

Quality: 140 global accepts · Rating: 3400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[_Diu_'s solution](#)

506.

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math

[_Diu_'s solution](#)

507.

1784F

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

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Diu_'s solution](#)

508.

1785F

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

Rating: 3400 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, two pointers

[_Diu_'s solution](#)

509.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Diu_'s solution](#)

510.

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[_Diu_'s solution](#)

511.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-08-15 · last AC: 2024-04-17 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[_Diu_'s solution](#)

512.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[_Diu_'s solution](#)

513.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths,

trees

[_Diu_'s solution](#)

514.

1477F

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

Quality: 163 global accepts · Rating: 3500 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[_Diu_'s solution](#)

515.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[_Diu_'s solution](#)

516.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[_Diu_'s solution](#)

517.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[_Diu_'s solution](#)

518.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[_Diu_'s solution](#)

519.

1545F

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

Quality: 130 global accepts · Rating: 3500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[_Diu_'s solution](#)

520.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[_Diu_'s solution](#)

521.

1523H

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

Quality: 445 global accepts · Rating: 3500 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[_Diu_'s solution](#)

522.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[_Diu_'s solution](#)

523.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[_Diu_'s solution](#)

524.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[_Diu_'s solution](#)

525.

1456E

[XOR-ranges](#) · [Tutorial](#)

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[_Diu_'s solution](#)

526.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[_Diu_'s solution](#)

527.

1830E

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Quality: 324 global accepts · Rating: 3500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[_Diu_'s solution](#)

528.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
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529.

1842I

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Quality: 170 global accepts · Rating: 3500 · first AC: 2023-06-25 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy
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530.

1147F

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Quality: 338 global accepts · Rating: 3500 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive
[_Diu_'s solution](#)

531.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[_Diu_'s solution](#)

532.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[_Diu_'s solution](#)

533.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: — · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
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534.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[_Diu_'s solution](#)

535.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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536.

103447F

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Rating: — · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Diu_'s solution](#)

537.

1662L

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Quality: 1,332 global accepts · Rating: — · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

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538.

104172I

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539.

104064L

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540.

102452I

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[_Diu_'s solution](#)

541.

104065B

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Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Diu_'s solution](#)

542.

104022G

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Rating: — · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Diu_'s solution](#)

543.

100958E

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Rating: — · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[_Diu_'s solution](#)

544.

1193B

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Quality: 508 global accepts · Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dp, trees

[_Diu_'s solution](#)