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Unique solved — ZMF

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

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Filters: none

Count: 675

- 1.**
2207A
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[ZMF's solution](#)
- 2.**
2183A
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- 3.**
2166A
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- 4.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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- 5.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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- 6.**
1909A
[Distinct Buttons](#) · [Tutorial](#)
Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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- 7.**
1912L
[LOL Lovers](#) · [Tutorial](#)
Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings
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- 8.**
1864A
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Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1773F
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10.

1717A

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11.

1700A

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12.

1656A

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13.

1654B

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14.

1654A

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15.

1616A

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16.

1612A

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19.

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20.

1586A

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21.

1030A

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1358A

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23.

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24.

1015A

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25.

1554A

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27.

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28.

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29.

1511A

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30.

1056A

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31.

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33.

1146A

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34.

1369A

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35.

1099A

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36.

999A

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37.

1108A

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38.

1220A

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39.

931A

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40.

1271A

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41.

1491A

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42.

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1490A

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1487A

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45.

1480A

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1459A

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47.

1461A

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48.

1454B

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49.

1454A

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50.

2166B

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51.

2169A

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52.

1666D

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53.

1612B

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54.

1609A

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55.

847G

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56.

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57.

1204B

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58.

1141B

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59.

999B

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60.

1486A

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61.

1480B

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62.

1420A

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63.

2147B

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64.

1785A

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65.

1A

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66.

847M

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67.

1358B

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68.

1562B

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69.

1144C

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70.

1204A

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71.

1515B

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72.

1221A

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73.

1141A

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74.

1490B

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75.

1485A

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76.

2183B

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77.

2169B

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78.

1864B

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79.

1717B

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80.

1700B

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81.

1656B

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82.

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83.

1609B

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84.

1070K

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1345B
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1534B
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1463A
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- 89.**
1511C
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1146B
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1099B
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1108B
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[_ZMF_'s solution](#)
- 103.**
1527B1
[Palindrome Game \(easy version\)](#) · [Tutorial](#)
Quality: 34,409 global accepts · Rating: 1200 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[_ZMF_'s solution](#)
- 104.**
1155B
[Game with Telephone Numbers](#) · [Tutorial](#)
Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[_ZMF_'s solution](#)
- 105.**
1221C
[Perfect Team](#) · [Tutorial](#)
Quality: 24,676 global accepts · Rating: 1200 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: binary search, math

[ZMF's solution](#)

106.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-04-01 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[ZMF's solution](#)

107.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ZMF's solution](#)

108.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ZMF's solution](#)

109.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ZMF's solution](#)

110.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ZMF's solution](#)

111.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ZMF's solution](#)

112.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[ZMF's solution](#)

113.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ZMF's solution](#)

114.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[ZMF's solution](#)

115.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ZMF's solution](#)

116.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[ZMF_'s solution](#)

117.

2201A1

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

Quality: 11,061 global accepts · Rating: 1300 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ZMF_'s solution](#)

118.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[ZMF_'s solution](#)

119.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,679 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[ZMF_'s solution](#)

120.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ZMF_'s solution](#)

121.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ZMF_'s solution](#)

122.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ZMF_'s solution](#)

123.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ZMF_'s solution](#)

124.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ZMF_'s solution](#)

125.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ZMF_'s solution](#)

126.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number

theory

[__ZMF__'s solution](#)

127.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[__ZMF__'s solution](#)

128.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[__ZMF__'s solution](#)

129.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,749 global accepts · Rating: 1300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[__ZMF__'s solution](#)

130.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[__ZMF__'s solution](#)

131.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[__ZMF__'s solution](#)

132.

871A

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

Rating: 1300 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[__ZMF__'s solution](#)

133.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[__ZMF__'s solution](#)

134.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[__ZMF__'s solution](#)

135.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[__ZMF__'s solution](#)

136.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: binary search, math

[__ZMF__'s solution](#)

137.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[ZMF's solution](#)

138.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[ZMF's solution](#)

139.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[ZMF's solution](#)

140.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[ZMF's solution](#)

141.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ZMF's solution](#)

142.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[ZMF's solution](#)

143.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[ZMF's solution](#)

144.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[ZMF's solution](#)

145.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[ZMF's solution](#)

146.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[ZMF's solution](#)

147.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ZMF's solution](#)

148.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[ZMF's solution](#)

149.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ZMF's solution](#)

150.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[ZMF's solution](#)

151.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ZMF's solution](#)

152.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[ZMF's solution](#)

153.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[ZMF's solution](#)

154.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ZMF's solution](#)

155.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ZMF's solution](#)

156.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[ZMF's solution](#)

157.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ZMF's solution](#)

158.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1400 · first AC: 2021-04-11 · last AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[ZMF's solution](#)

159.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ZMF's solution](#)

160.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2021-04-01 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[ZMF's solution](#)

161.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[ZMF's solution](#)

162.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[ZMF's solution](#)

163.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ZMF's solution](#)

164.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ZMF's solution](#)

165.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ZMF's solution](#)

166.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ZMF's solution](#)

167.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[ZMF's solution](#)

168.

2183D1

[Tree Coloring \(Easy Version\) · Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ZMF's solution](#)

169.

2183C

[War Strategy · Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[ZMF's solution](#)

170.

2169D1

[Removal of a Sequence \(Easy Version\) · Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[ZMF's solution](#)

171.

2147C

[Rabbits · Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ZMF's solution](#)

172.

1616C

[Representative Edges · Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[ZMF's solution](#)

173.

847A

[Union of Doubly Linked Lists · Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ZMF's solution](#)

174.

1070F

[Debate · Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZMF's solution](#)

175.

1070H

[BerOS File Suggestion · Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[ZMF's solution](#)

176.

1562C

[Rings · Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ZMF's solution](#)

177.

749C

[Voting · Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[ZMF's solution](#)

178.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[_ZMF_'s solution](#)

179.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[_ZMF_'s solution](#)

180.

877B

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

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[_ZMF_'s solution](#)

181.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[_ZMF_'s solution](#)

182.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[_ZMF_'s solution](#)

183.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[_ZMF_'s solution](#)

184.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[_ZMF_'s solution](#)

185.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[_ZMF_'s solution](#)

186.

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[_ZMF_'s solution](#)

187.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[_ZMF_'s solution](#)

188.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[_ZMF_'s solution](#)

189.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[_ZMF_'s solution](#)

190.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[_ZMF_'s solution](#)

191.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[_ZMF_'s solution](#)

192.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_ZMF_'s solution](#)

193.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[_ZMF_'s solution](#)

194.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[_ZMF_'s solution](#)

195.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[_ZMF_'s solution](#)

196.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[_ZMF_'s solution](#)

197.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[_ZMF_'s solution](#)

198.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[_ZMF_'s solution](#)

199.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[_ZMF_'s solution](#)

200.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[_ZMF_'s solution](#)

201.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[_ZMF_'s solution](#)

202.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: greedy, math

[_ZMF_'s solution](#)

203.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[_ZMF_'s solution](#)

204.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[_ZMF_'s solution](#)

205.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[_ZMF_'s solution](#)

206.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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207.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[_ZMF_'s solution](#)

208.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[_ZMF_'s solution](#)

209.

1513C

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Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · last AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[ZMF](#) 's solution

210.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: math, number theory
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211.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
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212.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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213.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[ZMF](#) 's solution

214.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[ZMF](#) 's solution

215.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities
[ZMF](#) 's solution

216.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[ZMF](#) 's solution

217.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ZMF](#) 's solution

218.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[ZMF](#) 's solution

219.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[ZMF's solution](#)

220.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[ZMF's solution](#)

221.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[ZMF's solution](#)

222.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[ZMF's solution](#)

223.

2150B

[Grid Counting](#) · [Tutorial](#)

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

224.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[ZMF's solution](#)

225.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ZMF's solution](#)

226.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[ZMF's solution](#)

227.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ZMF's solution](#)

228.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ZMF's solution](#)

229.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[ZMF's solution](#)

230.

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[ZMF's solution](#)

231.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZMF's solution](#)

232.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[ZMF's solution](#)

233.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[ZMF's solution](#)

234.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ZMF's solution](#)

235.

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[ZMF's solution](#)

236.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[ZMF's solution](#)

237.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[ZMF's solution](#)

238.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ZMF's solution](#)

239.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search

[ZMF's solution](#)

240.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ZMF's solution](#)

241.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ZMF's solution](#)

242.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ZMF's solution](#)

243.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[ZMF's solution](#)

244.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[ZMF's solution](#)

245.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[ZMF's solution](#)

246.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp

[ZMF's solution](#)

247.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[ZMF's solution](#)

248.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[ZMF's solution](#)

249.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2021-04-02 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, interactive

[ZMF's solution](#)

250.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[ZMF's solution](#)

251.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[ZMF_'s solution](#)

252.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ZMF_'s solution](#)

253.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[ZMF_'s solution](#)

254.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[ZMF_'s solution](#)

255.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[ZMF_'s solution](#)

256.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[ZMF_'s solution](#)

257.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search
[ZMF_'s solution](#)

258.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[ZMF_'s solution](#)

259.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[ZMF_'s solution](#)

260.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[ZMF_'s solution](#)

261.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[ZMF](#)'s solution

262.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ZMF](#)'s solution

263.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ZMF](#)'s solution

264.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ZMF](#)'s solution

265.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ZMF](#)'s solution

266.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ZMF](#)'s solution

267.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[ZMF](#)'s solution

268.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[ZMF](#)'s solution

269.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[ZMF](#)'s solution

270.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[ZMF](#)'s solution

271.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[ZMF](#)'s solution

272.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ZMF](#)'s solution

273.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: dp

[ZMF](#)'s solution

274.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[ZMF](#)'s solution

275.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[ZMF](#)'s solution

276.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[ZMF](#)'s solution

277.

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ZMF](#)'s solution

278.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[ZMF](#)'s solution

279.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ZMF](#)'s solution

280.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ZMF](#)'s solution

281.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ZMF's solution](#)

282.

1912D

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

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[ZMF's solution](#)

283.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[ZMF's solution](#)

284.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ZMF's solution](#)

285.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[ZMF's solution](#)

286.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[ZMF's solution](#)

287.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ZMF's solution](#)

288.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[ZMF's solution](#)

289.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ZMF's solution](#)

290.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[ZMF's solution](#)

291.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[ZMF's solution](#)

292.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[ZMF's solution](#)

293.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[ZMF's solution](#)

294.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[ZMF's solution](#)

295.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ZMF's solution](#)

296.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: graphs, greedy

[ZMF's solution](#)

297.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-06-03 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ZMF's solution](#)

298.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[ZMF's solution](#)

299.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[ZMF's solution](#)

300.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[ZMF's solution](#)

301.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[ZMF's solution](#)

302.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ZMF](#)'s solution

303.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[ZMF](#)'s solution

304.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[ZMF](#)'s solution

305.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2021-04-01 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[ZMF](#)'s solution

306.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[ZMF](#)'s solution

307.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[ZMF](#)'s solution

308.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ZMF](#)'s solution

309.

931F

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ZMF](#)'s solution

310.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

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311.

2201C

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Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[ZMF](#)'s solution

312.

2166E

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Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

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313.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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314.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[ZMF's solution](#)

315.

1616D

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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[ZMF's solution](#)

316.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

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317.

1070C

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Quality: 2,296 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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318.

1030E

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Quality: 3,352 global accepts · Rating: 2000 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ZMF's solution](#)

319.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, probabilities

[ZMF's solution](#)

320.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[ZMF's solution](#)

321.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ZMF's solution](#)

322.

117C

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Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ZMF's solution](#)

323.

18E

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Quality: 1,270 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

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324.

954G

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Quality: 2,401 global accepts · Rating: 2000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[ZMF's solution](#)

325.

522D

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Quality: 4,049 global accepts · Rating: 2000 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: *special, data structures

[ZMF's solution](#)

326.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[ZMF's solution](#)

327.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive

[ZMF's solution](#)

328.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[ZMF's solution](#)

329.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ZMF's solution](#)

330.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[ZMF's solution](#)

331.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[ZMF's solution](#)

332.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[ZMF's solution](#)

333.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[ZMF's solution](#)

334.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ZMF's solution](#)

335.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · last AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ZMF's solution](#)

336.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[ZMF's solution](#)

337.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ZMF's solution](#)

338.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[ZMF's solution](#)

339.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[ZMF's solution](#)

340.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[ZMF's solution](#)

341.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[ZMF's solution](#)

342.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ZMF's solution](#)

343.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ZMF's solution](#)

344.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[ZMF's solution](#)

345.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[ZMF's solution](#)

346.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ZMF's solution](#)

347.

2150C

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

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

[ZMF's solution](#)

348.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[ZMF's solution](#)

349.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ZMF's solution](#)

350.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ZMF's solution](#)

351.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[ZMF's solution](#)

352.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[ZMF's solution](#)

353.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[ZMF's solution](#)

354.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ZMF's solution](#)

355.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[ZMF's solution](#)

356.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
[ZMF's solution](#)

357.

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, interactive
[ZMF's solution](#)

358.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math
[ZMF's solution](#)

359.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math
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360.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: dp, strings
[ZMF's solution](#)

361.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers
[ZMF's solution](#)

362.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer
[ZMF's solution](#)

363.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ZMF's solution](#)

364.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, strings

[ZMF's solution](#)

365.

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ZMF's solution](#)

366.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[ZMF's solution](#)

367.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[ZMF's solution](#)

368.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2021-04-02 · last AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory

[ZMF's solution](#)

369.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[ZMF's solution](#)

370.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[ZMF's solution](#)

371.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ZMF's solution](#)

372.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[ZMF's solution](#)

373.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ZMF's solution](#)

374.

1785C

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

Rating: 2200 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ZMF_'s solution](#)

375.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[ZMF_'s solution](#)

376.

1666I

[Interactive Treasure Hunt · Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[ZMF_'s solution](#)

377.

1666F

[Fancy Stack · Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[ZMF_'s solution](#)

378.

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[ZMF_'s solution](#)

379.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[ZMF_'s solution](#)

380.

847D

[Dog Show · Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ZMF_'s solution](#)

381.

1070A

[Find a Number · Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[ZMF_'s solution](#)

382.

1045D

[Interstellar battle · Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[ZMF_'s solution](#)

383.

1045G

[AI robots · Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ZMF_'s solution](#)

384.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[ZMF's solution](#)

385.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[ZMF's solution](#)

386.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[ZMF's solution](#)

387.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[ZMF's solution](#)

388.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ZMF's solution](#)

389.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ZMF's solution](#)

390.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[ZMF's solution](#)

391.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[ZMF's solution](#)

392.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2021-05-30 · last AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[ZMF's solution](#)

393.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ZMF's solution](#)

394.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[ZMF's solution](#)

395.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[ZMF's solution](#)

396.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[ZMF's solution](#)

397.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp
[ZMF's solution](#)

398.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math
[ZMF's solution](#)

399.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[ZMF's solution](#)

400.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math
[ZMF's solution](#)

401.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[ZMF's solution](#)

402.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[ZMF's solution](#)

403.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[ZMF's solution](#)

404.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ZMF](#)'s solution

405.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ZMF](#)'s solution

406.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[ZMF](#)'s solution

407.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2022-08-01 · last AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[ZMF](#)'s solution

408.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[ZMF](#)'s solution

409.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[ZMF](#)'s solution

410.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[ZMF](#)'s solution

411.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[ZMF](#)'s solution

412.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ZMF](#)'s solution

413.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ZMF](#)'s solution

414.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[ZMF_'s solution](#)

415.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: flows
[ZMF_'s solution](#)

416.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[ZMF_'s solution](#)

417.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities
[ZMF_'s solution](#)

418.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[ZMF_'s solution](#)

419.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings
[ZMF_'s solution](#)

420.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[ZMF_'s solution](#)

421.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[ZMF_'s solution](#)

422.

300E

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

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, math, number theory
[ZMF_'s solution](#)

423.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[ZMF_'s solution](#)

424.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ZMF](#)'s solution

425.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ZMF](#)'s solution

426.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ZMF](#)'s solution

427.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[ZMF](#)'s solution

428.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ZMF](#)'s solution

429.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ZMF](#)'s solution

430.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ZMF](#)'s solution

431.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[ZMF](#)'s solution

432.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ZMF](#)'s solution

433.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ZMF](#)'s solution

434.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ZMF's solution](#)

435.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[ZMF's solution](#)

436.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[ZMF's solution](#)

437.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[ZMF's solution](#)

438.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ZMF's solution](#)

439.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ZMF's solution](#)

440.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-11-16 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[ZMF's solution](#)

441.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ZMF's solution](#)

442.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[ZMF's solution](#)

443.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZMF's solution](#)

444.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[ZMF_'s solution](#)

445.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

[ZMF_'s solution](#)

446.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[ZMF_'s solution](#)

447.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ZMF_'s solution](#)

448.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ZMF_'s solution](#)

449.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[ZMF_'s solution](#)

450.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ZMF_'s solution](#)

451.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[ZMF_'s solution](#)

452.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[ZMF_'s solution](#)

453.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ZMF_'s solution](#)

454.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ZMF's solution](#)

455.

2166F

[Path Split](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[ZMF's solution](#)

456.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ZMF's solution](#)

457.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ZMF's solution](#)

458.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ZMF's solution](#)

459.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[ZMF's solution](#)

460.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graph matchings, greedy

[ZMF's solution](#)

461.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: games

[ZMF's solution](#)

462.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[ZMF's solution](#)

463.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[ZMF's solution](#)

464.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[ZMF](#)'s solution

465.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[ZMF](#)'s solution

466.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[ZMF](#)'s solution

467.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[ZMF](#)'s solution

468.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[ZMF](#)'s solution

469.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ZMF](#)'s solution

470.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[ZMF](#)'s solution

471.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ZMF](#)'s solution

472.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[ZMF](#)'s solution

473.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[ZMF](#)'s solution

474.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ZMF_'s solution](#)

475.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[ZMF_'s solution](#)

476.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[ZMF_'s solution](#)

477.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[ZMF_'s solution](#)

478.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ZMF_'s solution](#)

479.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[ZMF_'s solution](#)

480.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[ZMF_'s solution](#)

481.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ZMF_'s solution](#)

482.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ZMF_'s solution](#)

483.

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ZMF_'s solution](#)

484.

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[ZMF's solution](#)

485.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ZMF's solution](#)

486.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[ZMF's solution](#)

487.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ZMF's solution](#)

488.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ZMF's solution](#)

489.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ZMF's solution](#)

490.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ZMF's solution](#)

491.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ZMF's solution](#)

492.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ZMF's solution](#)

493.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[ZMF's solution](#)

494.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ZMF's solution](#)

495.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[ZMF's solution](#)

496.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ZMF's solution](#)

497.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[ZMF's solution](#)

498.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ZMF's solution](#)

499.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ZMF's solution](#)

500.

2150E1

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

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

[ZMF's solution](#)

501.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ZMF's solution](#)

502.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ZMF's solution](#)

503.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[ZMF's solution](#)

504.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[_ZMF_'s solution](#)

505.

442D

[Adam and Tree](#) · Tutorial

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[_ZMF_'s solution](#)

506.

1815D

[XOR Counting](#) · Tutorial

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[_ZMF_'s solution](#)

507.

725E

[Too Much Money](#) · Tutorial

Quality: 710 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[_ZMF_'s solution](#)

508.

1582G

[Kuzya and Homework](#) · Tutorial

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[_ZMF_'s solution](#)

509.

1584F

[Strange LCS](#) · Tutorial

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[_ZMF_'s solution](#)

510.

1651E

[Sum of Matchings](#) · Tutorial

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[_ZMF_'s solution](#)

511.

1373G

[Pawns](#) · Tutorial

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[_ZMF_'s solution](#)

512.

1656F

[Parametric MST](#) · Tutorial

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[_ZMF_'s solution](#)

513.

955F

[Heaps](#) · Tutorial

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[_ZMF_'s solution](#)

514.

1425B

[Blue and Red of Our Faculty!](#) · Tutorial

Quality: 345 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[_ZMF_'s solution](#)

515.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[ZMF](#)'s solution

516.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[ZMF](#)'s solution

517.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ZMF](#)'s solution

518.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[ZMF](#)'s solution

519.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ZMF](#)'s solution

520.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ZMF](#)'s solution

521.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[ZMF](#)'s solution

522.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ZMF](#)'s solution

523.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[ZMF](#)'s solution

524.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ZMF](#)'s solution

525.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[ZMF 's solution](#)

526.

1153F

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

Quality: 931 global accepts · Rating: 2600 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ZMF 's solution](#)

527.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[ZMF 's solution](#)

528.

1111D

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

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[ZMF 's solution](#)

529.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[ZMF 's solution](#)

530.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF 's solution](#)

531.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[ZMF 's solution](#)

532.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[ZMF 's solution](#)

533.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[ZMF 's solution](#)

534.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[ZMF 's solution](#)

535.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2021-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp,

math, number theory
[_ZMF_'s solution](#)

536.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[_ZMF_'s solution](#)

537.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[_ZMF_'s solution](#)

538.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[_ZMF_'s solution](#)

539.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[_ZMF_'s solution](#)

540.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[_ZMF_'s solution](#)

541.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[_ZMF_'s solution](#)

542.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2022-01-12 · last AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[_ZMF_'s solution](#)

543.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[_ZMF_'s solution](#)

544.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[_ZMF_'s solution](#)

545.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[_ZMF_'s solution](#)

546.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[ZMF](#)'s solution

547.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[ZMF](#)'s solution

548.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[ZMF](#)'s solution

549.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[ZMF](#)'s solution

550.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[ZMF](#)'s solution

551.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ZMF](#)'s solution

552.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[ZMF](#)'s solution

553.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[ZMF](#)'s solution

554.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[ZMF](#)'s solution

555.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[ZMF](#)'s solution

556.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[ZMF](#)'s solution

557.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ZMF](#)'s solution

558.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[ZMF](#)'s solution

559.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ZMF](#)'s solution

560.

1600H

[Shortest path](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZMF](#)'s solution

561.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[ZMF](#)'s solution

562.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[ZMF](#)'s solution

563.

2150E2

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

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

[ZMF](#)'s solution

564.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[ZMF](#)'s solution

565.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[ZMF](#)'s solution

566.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[_ZMF_'s solution](#)

567.

1088F

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

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[_ZMF_'s solution](#)

568.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[_ZMF_'s solution](#)

569.

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[_ZMF_'s solution](#)

570.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[_ZMF_'s solution](#)

571.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[_ZMF_'s solution](#)

572.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[_ZMF_'s solution](#)

573.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[_ZMF_'s solution](#)

574.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[_ZMF_'s solution](#)

575.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[_ZMF_'s solution](#)

576.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[ZMF's solution](#)

577.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ZMF's solution](#)

578.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[ZMF's solution](#)

579.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[ZMF's solution](#)

580.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ZMF's solution](#)

581.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[ZMF's solution](#)

582.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ZMF's solution](#)

583.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ZMF's solution](#)

584.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ZMF's solution](#)

585.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[ZMF's solution](#)

586.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[ZMF's solution](#)

587.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[ZMF's solution](#)

588.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ZMF's solution](#)

589.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[ZMF's solution](#)

590.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[ZMF's solution](#)

591.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, interactive

[ZMF's solution](#)

592.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[ZMF's solution](#)

593.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ZMF's solution](#)

594.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[ZMF's solution](#)

595.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ZMF's solution](#)

596.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[ZMF's solution](#)

597.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number

theory

[ZMF's solution](#)

598.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[ZMF's solution](#)

599.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[ZMF's solution](#)

600.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[ZMF's solution](#)

601.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[ZMF's solution](#)

602.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[ZMF's solution](#)

603.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ZMF's solution](#)

604.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,008 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ZMF's solution](#)

605.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ZMF's solution](#)

606.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ZMF's solution](#)

607.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ZMF's solution](#)

608.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ZMF_'s solution](#)

609.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

610.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

611.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

612.

103119L

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

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

613.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[ZMF_'s solution](#)

614.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

615.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

616.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

617.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

618.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

619.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[__ZMF__'s solution](#)

620.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[__ZMF__'s solution](#)

621.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[__ZMF__'s solution](#)

622.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[__ZMF__'s solution](#)

623.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[__ZMF__'s solution](#)

624.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[__ZMF__'s solution](#)

625.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[__ZMF__'s solution](#)

626.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, strings
[__ZMF__'s solution](#)

627.

102862C

[Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[__ZMF__'s solution](#)

628.

102862I

[Strange Mex](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[__ZMF__'s solution](#)

629.

102862A

[Two Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[__ZMF__'s solution](#)

630.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

631.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

632.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

633.

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

634.

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

635.

102862M

[Big Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

636.

102862D

[Splitting Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

637.

103185B

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

Rating: — · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

638.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[_ZMF_'s solution](#)

639.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

640.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

641.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

642.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

643.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

644.

103186K

[Alice and Bob-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

645.

103186B

[A. V. S. n8b](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

646.

103186D

[Zztrans v. T. S. qg](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

647.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

648.

103186H

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Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

649.

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[Zztrans v. T. V. l](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

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103186G

[ž!Tāv, ja Ői](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

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103186C

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[ZMF_'s solution](#)

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Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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653.

103448B

[bb S. Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

654.

103448A

[f«SaN. MDPG!](#)

Rating: — · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

655.

103478I

[v@SaN N. RCPC -Æ<—](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

656.

103478G

[Serval v., TpfidX](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

657.

103478F

[TIO. Ya f«Sav,, «bu](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

658.

103478E

[g Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

659.

103478D

[N. Rep. Ä](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

660.

103478C

[Popcount Game · Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

661.

103478B

[Serval v., TQja Thg ~h](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[ZMF_'s solution](#)

662.

103478A

[v@SaN N. Codeforces](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[ZMF_'s solution](#)

663.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

664.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

665.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[_ZMF_'s solution](#)

666.

103446L

[Three,Three,Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

667.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

668.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[_ZMF_'s solution](#)

669.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

670.

103446D

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

671.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[_ZMF_'s solution](#)

672.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[_ZMF_'s solution](#)

673.

102391G

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

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[_ZMF_'s solution](#)

674.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ZMF](#)'s solution

675.

102391A

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Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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