

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

<https://cfelitetracker.vercel.app>

Unique solved — aaa Pigeon2

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

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

Filters: none

Count: 277

1.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,169 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)
[aaa_Pigeon2's solution](#)

2.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#)
[aaa_Pigeon2's solution](#)

3.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[aaa_Pigeon2's solution](#)

4.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,666 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)
[aaa_Pigeon2's solution](#)

5.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,900 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [games](#), [implementation](#), [math](#)
[aaa_Pigeon2's solution](#)

6.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,766 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)
[aaa_Pigeon2's solution](#)

7.

2211A

[Antimedial Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)
[aaa_Pigeon2's solution](#)

8.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#)
[aaa_Pigeon2's solution](#)

9.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)
[aaa_Pigeon2's solution](#)

10.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,420 global accepts · Rating: 800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math
[aaa_Pigeon2's solution](#)

11.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,983 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math
[aaa_Pigeon2's solution](#)

12.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[aaa_Pigeon2's solution](#)

13.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,448 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[aaa_Pigeon2's solution](#)

14.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules
[aaa_Pigeon2's solution](#)

15.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-02-08 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[aaa_Pigeon2's solution](#)

16.

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[aaa_Pigeon2's solution](#)

17.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[aaa_Pigeon2's solution](#)

18.

2193A

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

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[aaa_Pigeon2's solution](#)

19.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[aaa_Pigeon2's solution](#)

20.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,700 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[aaa_Pigeon2's solution](#)

21.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,083 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[aaa_Pigeon2's solution](#)

22.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,780 global accepts · Rating: 800 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[aaa_Pigeon2's solution](#)

23.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[aaa_Pigeon2's solution](#)

24.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[aaa_Pigeon2's solution](#)

25.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,855 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[aaa_Pigeon2's solution](#)

26.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,981 global accepts · Rating: 900 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[aaa_Pigeon2's solution](#)

27.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2026-04-15 · last AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[aaa_Pigeon2's solution](#)

28.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[aaa_Pigeon2's solution](#)

29.

2203B

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

Quality: 14,289 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[aaa_Pigeon2's solution](#)

30.

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[aaa_Pigeon2's solution](#)

31.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[aaa_Pigeon2's solution](#)

32.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aaa_Pigeon2's solution](#)

33.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[aaa_Pigeon2's solution](#)

34.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[aaa_Pigeon2's solution](#)

35.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1100 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aaa_Pigeon2's solution](#)

36.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aaa_Pigeon2's solution](#)

37.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[aaa_Pigeon2's solution](#)

38.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,527 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aaa_Pigeon2's solution](#)

39.

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[aaa_Pigeon2's solution](#)

40.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[aaa_Pigeon2's solution](#)

41.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[aaa_Pigeon2's solution](#)

42.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[aaa_Pigeon2's solution](#)

43.

625B

[War of the Corporations · Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[aaa_Pigeon2's solution](#)

44.

1140D

[Minimum Triangulation · Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[aaa_Pigeon2's solution](#)

45.

2197C

[Game with a Fraction · Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[aaa_Pigeon2's solution](#)

46.

2181H

[Honey Cake · Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[aaa_Pigeon2's solution](#)

47.

2189B

[The Curse of the Frog · Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[aaa_Pigeon2's solution](#)

48.

2191C

[Sorting Game · Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: games
[aaa_Pigeon2's solution](#)

49.

2217C

[Grid Covering · Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[aaa_Pigeon2's solution](#)

50.

2211C1

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

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[aaa_Pigeon2's solution](#)

51.

2208C

[Stamina and Tasks · Tutorial](#)

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[aaa_Pigeon2's solution](#)

52.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive

[aaa_Pigeon2's solution](#)

53.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[aaa_Pigeon2's solution](#)

54.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[aaa_Pigeon2's solution](#)

55.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[aaa_Pigeon2's solution](#)

56.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aaa_Pigeon2's solution](#)

57.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[aaa_Pigeon2's solution](#)

58.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[aaa_Pigeon2's solution](#)

59.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[aaa_Pigeon2's solution](#)

60.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[aaa_Pigeon2's solution](#)

61.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,681 global accepts · Rating: 1400 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[aaa_Pigeon2's solution](#)

62.

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[aaa_Pigeon2's solution](#)

63.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,731 global accepts · Rating: 1500 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aaa_Pigeon2's solution](#)

64.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[aaa_Pigeon2's solution](#)

65.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[aaa_Pigeon2's solution](#)

66.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[aaa_Pigeon2's solution](#)

67.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[aaa_Pigeon2's solution](#)

68.

2197D

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

Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[aaa_Pigeon2's solution](#)

69.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[aaa_Pigeon2's solution](#)

70.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: games

[aaa_Pigeon2's solution](#)

71.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[aaa_Pigeon2's solution](#)

72.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aaa_Pigeon2's solution](#)

73.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[aaa_Pigeon2's solution](#)

74.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[aaa_Pigeon2's solution](#)

75.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[aaa_Pigeon2's solution](#)

76.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[aaa_Pigeon2's solution](#)

77.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aaa_Pigeon2's solution](#)

78.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[aaa_Pigeon2's solution](#)

79.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aaa_Pigeon2's solution](#)

80.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[aaa_Pigeon2's solution](#)

81.

2211C2

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

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[aaa_Pigeon2's solution](#)

82.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aaa_Pigeon2's solution](#)

83.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[aaa_Pigeon2's solution](#)

84.

1463C

[Busy Robot · Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aaa_Pigeon2's solution](#)

85.

926B

[Add Points · Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[aaa_Pigeon2's solution](#)

86.

2192D

[Cost of Tree · Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[aaa_Pigeon2's solution](#)

87.

2197E1

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

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

[aaa_Pigeon2's solution](#)

88.

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[aaa_Pigeon2's solution](#)

89.

2185G

[Mixing MEXes · Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[aaa_Pigeon2's solution](#)

90.

2184E

[Exquisite Array · Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[aaa_Pigeon2's solution](#)

91.

1921F

[Sum of Progression · Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[aaa_Pigeon2's solution](#)

92.

2217D

[Flip the Bit \(Hard Version\) · Tutorial](#)

Quality: 3,334 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[aaa_Pigeon2's solution](#)

93.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[aaa_Pigeon2's solution](#)

94.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[aaa_Pigeon2's solution](#)

95.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[aaa_Pigeon2's solution](#)

96.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings
[aaa_Pigeon2's solution](#)

97.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[aaa_Pigeon2's solution](#)

98.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[aaa_Pigeon2's solution](#)

99.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[aaa_Pigeon2's solution](#)

100.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[aaa_Pigeon2's solution](#)

101.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[aaa_Pigeon2's solution](#)

102.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp
[aaa_Pigeon2's solution](#)

103.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[aaa_Pigeon2's solution](#)

104.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, probabilities

[aaa_Pigeon2's solution](#)

105.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[aaa_Pigeon2's solution](#)

106.

2197E2

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

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

[aaa_Pigeon2's solution](#)

107.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[aaa_Pigeon2's solution](#)

108.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[aaa_Pigeon2's solution](#)

109.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[aaa_Pigeon2's solution](#)

110.

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number theory

[aaa_Pigeon2's solution](#)

111.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[aaa_Pigeon2's solution](#)

112.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[aaa_Pigeon2's solution](#)

113.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[aaa_Pigeon2's solution](#)

114.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[aaa_Pigeon2's solution](#)

115.

111C

[Petya and Spiders](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu

[aaa_Pigeon2's solution](#)

116.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[aaa_Pigeon2's solution](#)

117.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[aaa_Pigeon2's solution](#)

118.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[aaa_Pigeon2's solution](#)

119.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[aaa_Pigeon2's solution](#)

120.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[aaa_Pigeon2's solution](#)

121.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[aaa_Pigeon2's solution](#)

122.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[aaa_Pigeon2's solution](#)

123.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[aaa_Pigeon2's solution](#)

124.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[aaa_Pigeon2's solution](#)

125.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[aaa_Pigeon2's solution](#)

126.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[aaa_Pigeon2's solution](#)

127.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[aaa_Pigeon2's solution](#)

128.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[aaa_Pigeon2's solution](#)

129.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[aaa_Pigeon2's solution](#)

130.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[aaa_Pigeon2's solution](#)

131.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[aaa_Pigeon2's solution](#)

132.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[aaa_Pigeon2's solution](#)

133.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[aaa_Pigeon2's solution](#)

134.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[aaa_Pigeon2's solution](#)

135.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[aaa_Pigeon2's solution](#)

136.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[aaa_Pigeon2's solution](#)

137.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[aaa_Pigeon2's solution](#)

138.

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings, trees

[aaa_Pigeon2's solution](#)

139.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2026-03-16 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[aaa_Pigeon2's solution](#)

140.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[aaa_Pigeon2's solution](#)

141.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[aaa_Pigeon2's solution](#)

142.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aaa_Pigeon2's solution](#)

143.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[aaa_Pigeon2's solution](#)

144.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[aaa_Pigeon2's solution](#)

145.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[aaa_Pigeon2's solution](#)

146.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[aaa_Pigeon2's solution](#)

147.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[aaa_Pigeon2's solution](#)

148.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[aaa_Pigeon2's solution](#)

149.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[aaa_Pigeon2's solution](#)

150.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[aaa_Pigeon2's solution](#)

151.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[aaa_Pigeon2's solution](#)

152.

2211F

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

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

[aaa_Pigeon2's solution](#)

153.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[aaa_Pigeon2's solution](#)

154.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[aaa_Pigeon2's solution](#)

155.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[aaa_Pigeon2's solution](#)

156.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aaa_Pigeon2's solution](#)

157.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[aaa_Pigeon2's solution](#)

158.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[aaa_Pigeon2's solution](#)

159.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[aaa_Pigeon2's solution](#)

160.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, probabilities

[aaa_Pigeon2's solution](#)

161.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[aaa_Pigeon2's solution](#)

162.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, trees

[aaa_Pigeon2's solution](#)

163.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aaa_Pigeon2's solution](#)

164.

963D

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

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[aaa_Pigeon2's solution](#)

165.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[aaa_Pigeon2's solution](#)

166.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[aaa_Pigeon2's solution](#)

167.

2197F

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

Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy

[aaa_Pigeon2's solution](#)

168.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[aaa_Pigeon2's solution](#)

169.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[aaa_Pigeon2's solution](#)

170.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[aaa_Pigeon2's solution](#)

171.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[aaa_Pigeon2's solution](#)

172.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[aaa_Pigeon2's solution](#)

173.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[aaa_Pigeon2's solution](#)

174.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, geometry, graphs,

sortings

[aaa_Pigeon2's solution](#)

175.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[aaa_Pigeon2's solution](#)

176.

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[aaa_Pigeon2's solution](#)

177.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[aaa_Pigeon2's solution](#)

178.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[aaa_Pigeon2's solution](#)

179.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[aaa_Pigeon2's solution](#)

180.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[aaa_Pigeon2's solution](#)

181.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[aaa_Pigeon2's solution](#)

182.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[aaa_Pigeon2's solution](#)

183.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[aaa_Pigeon2's solution](#)

184.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

dp, greedy

[aaa_Pigeon2's solution](#)

185.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[aaa_Pigeon2's solution](#)

186.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[aaa_Pigeon2's solution](#)

187.

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[aaa_Pigeon2's solution](#)

188.

1400F

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

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[aaa_Pigeon2's solution](#)

189.

1668F

[Edge Elimination](#) · [Tutorial](#)

Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[aaa_Pigeon2's solution](#)

190.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aaa_Pigeon2's solution](#)

191.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2026-04-24 · last AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation

[aaa_Pigeon2's solution](#)

192.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[aaa_Pigeon2's solution](#)

193.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[aaa_Pigeon2's solution](#)

194.

354D

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

Quality: 498 global accepts · Rating: 2900 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp
[aaa_Pigeon2's solution](#)

195.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle
[aaa_Pigeon2's solution](#)

196.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[aaa_Pigeon2's solution](#)

197.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[aaa_Pigeon2's solution](#)

198.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows
[aaa_Pigeon2's solution](#)

199.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[aaa_Pigeon2's solution](#)

200.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[aaa_Pigeon2's solution](#)

201.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2026-04-24 · last AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[aaa_Pigeon2's solution](#)

202.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[aaa_Pigeon2's solution](#)

203.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
[aaa_Pigeon2's solution](#)

204.

1252D

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

Quality: 413 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees
[aaa_Pigeon2's solution](#)

205.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[aaa_Pigeon2's solution](#)

206.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[aaa_Pigeon2's solution](#)

207.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[aaa_Pigeon2's solution](#)

208.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[aaa_Pigeon2's solution](#)

209.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[aaa_Pigeon2's solution](#)

210.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[aaa_Pigeon2's solution](#)

211.

477E

[Dreamoon and Notepad](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[aaa_Pigeon2's solution](#)

212.

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[aaa_Pigeon2's solution](#)

213.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aaa_Pigeon2's solution](#)

214.

1109F

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

Quality: 366 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[aaa_Pigeon2's solution](#)

215.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows

[aaa_Pigeon2's solution](#)

216.

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs

[aaa_Pigeon2's solution](#)

217.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[aaa_Pigeon2's solution](#)

218.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[aaa_Pigeon2's solution](#)

219.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aaa_Pigeon2's solution](#)

220.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,482 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[aaa_Pigeon2's solution](#)

221.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[aaa_Pigeon2's solution](#)

222.

2226A

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

Quality: 11,092 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aaa_Pigeon2's solution](#)

223.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[aaa_Pigeon2's solution](#)

224.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aaa_Pigeon2's solution](#)

225.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[aaa_Pigeon2's solution](#)

226.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[aaa_Pigeon2's solution](#)

227.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aaa_Pigeon2's solution](#)

228.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[aaa_Pigeon2's solution](#)

229.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[aaa_Pigeon2's solution](#)

230.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[aaa_Pigeon2's solution](#)

231.

2225D

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

Quality: 6,606 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[aaa_Pigeon2's solution](#)

232.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,329 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aaa_Pigeon2's solution](#)

233.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aaa_Pigeon2's solution](#)

234.

2225B

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

Quality: 14,135 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[aaa_Pigeon2's solution](#)

235.

undefined485

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[aaa_Pigeon2's solution](#)

236.

undefined120

[Arhipelago](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: *special

[aaa_Pigeon2's solution](#)

237.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,291 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aaa_Pigeon2's solution](#)

238.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,113 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aaa_Pigeon2's solution](#)

239.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[aaa_Pigeon2's solution](#)

240.

2219C

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

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[aaa_Pigeon2's solution](#)

241.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aaa_Pigeon2's solution](#)

242.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[aaa_Pigeon2's solution](#)

243.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[aaa_Pigeon2's solution](#)

244.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[aaa_Pigeon2's solution](#)

245.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[aaa_Pigeon2's solution](#)

246.

100197E

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

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[aaa_Pigeon2's solution](#)

247.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

248.

100837F

[Controlled Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

249.

101104H

[Rummikub](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · last AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

250.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

251.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

252.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

253.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

254.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

255.

undefined225

[Little Knights](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
[aaa_Pigeon2's solution](#)

256.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · last AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

257.

100685D

[Darkwing Duck](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

258.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

259.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

260.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

261.

101620C

[Cumulative Code](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

262.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

263.

100162G

[Lyndon Words](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

264.

100286C

[Clock](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

265.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

266.

undefined542

[Gena vs Petya](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · last AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special
[aaa_Pigeon2's solution](#)

267.

100377H

[Petya and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

268.

100377G

[Petya and the game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

269.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

270.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

271.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

272.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

273.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

274.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

275.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

276.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)

277.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[aaa_Pigeon2's solution](#)