

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

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# Unique solved — ballpoint pen

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

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

Filters: none

Count: 631

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[ballpoint\\_pen's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[ballpoint\\_pen's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory  
[ballpoint\\_pen's solution](#)

4.

2147A

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Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[ballpoint\\_pen's solution](#)

5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[ballpoint\\_pen's solution](#)

6.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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7.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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8.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[ballpoint\\_pen's solution](#)

9.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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10.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**11.**

1991A

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**12.**

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**13.**

1987A

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**14.**

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**15.**

1922A

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Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

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**16.**

1919B

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**17.**

1919A

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**18.**

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

[ballpoint\\_pen's solution](#)

**19.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

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**20.**

1866A

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Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math

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**21.**

1864A

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Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**22.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,339 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

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**23.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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**24.**

1855A

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Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**25.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,058 global accepts · Rating: 800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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**26.**

1844A

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**27.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ballpoint\\_pen's solution](#)

**28.**

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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**29.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**30.**

1818A

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**31.**

1810B

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theory

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**32.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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**33.**

1789B

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**34.**

1789A

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

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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**35.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

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**36.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**37.**

1786A1

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Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**38.**

1791C

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**39.**

1791B

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**40.**

1791A

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Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**41.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

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**42.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**43.**

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**44.**

1716A

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**45.**

1701B

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**46.**

1701A

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**47.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**48.**

1680A

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Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**49.**

1672B

[I love AAAB](#) · [Tutorial](#)

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**50.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math

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**51.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**52.**

1669C

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**53.**

1669B

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**54.**

1669A

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**55.**

1661A

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**56.**

1665A

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**57.**

1660B

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Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**58.**

1660A

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**59.**

1658B

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**60.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

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**61.**

1657B

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**62.**

1657A

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**63.**

1003A

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**64.**

2178B

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**65.**

2035B

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**66.**

1896B

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**67.**

1875A

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**68.**

1855B

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**69.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

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**70.**

1818B

[Indivisible](#) · [Tutorial](#)

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**71.**

598A

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Quality: 32,215 global accepts · Rating: 900 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: math

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**72.**

1779B

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**73.**

1699B

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**74.**

1665B

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**75.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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**76.**

2124B

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**77.**

2039B

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**78.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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**79.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**80.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**81.**

1859B

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Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**82.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[ballpoint\\_pen's solution](#)

**83.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**84.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers  
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**85.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**86.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
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**87.**

1671B

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[ballpoint\\_pen's solution](#)

**88.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
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**89.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**90.**

2029B

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Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings  
[ballpoint\\_pen's solution](#)

**91.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[ballpoint\\_pen's solution](#)

**92.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
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**93.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

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**94.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

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**95.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

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**96.**

1839B

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**97.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[ballpoint\\_pen's solution](#)

**98.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ballpoint\\_pen's solution](#)

**99.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[ballpoint\\_pen's solution](#)

**100.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ballpoint\\_pen's solution](#)

**101.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ballpoint\\_pen's solution](#)

**102.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,610 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ballpoint\\_pen's solution](#)

**103.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ballpoint\\_pen's solution](#)

**104.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[ballpoint\\_pen's solution](#)

**105.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[ballpoint\\_pen's solution](#)

**106.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ballpoint\\_pen's solution](#)

**107.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[ballpoint\\_pen's solution](#)

**108.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ballpoint\\_pen's solution](#)

**109.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[ballpoint\\_pen's solution](#)

**110.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ballpoint\\_pen's solution](#)

**111.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ballpoint\\_pen's solution](#)

**112.**

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[ballpoint\\_pen's solution](#)

**113.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[ballpoint\\_pen's solution](#)

**114.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ballpoint\\_pen's solution](#)

### 115.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[ballpoint\\_pen's solution](#)

### 116.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[ballpoint\\_pen's solution](#)

### 117.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[ballpoint\\_pen's solution](#)

### 118.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[ballpoint\\_pen's solution](#)

### 119.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ballpoint\\_pen's solution](#)

### 120.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[ballpoint\\_pen's solution](#)

### 121.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ballpoint\\_pen's solution](#)

### 122.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ballpoint\\_pen's solution](#)

### 123.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ballpoint\\_pen's solution](#)

### 124.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ballpoint\\_pen's solution](#)

**125.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ballpoint\\_pen's solution](#)

**126.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[ballpoint\\_pen's solution](#)

**127.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ballpoint\\_pen's solution](#)

**128.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ballpoint\\_pen's solution](#)

**129.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ballpoint\\_pen's solution](#)

**130.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ballpoint\\_pen's solution](#)

**131.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math  
[ballpoint\\_pen's solution](#)

**132.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ballpoint\\_pen's solution](#)

**133.**

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[ballpoint\\_pen's solution](#)

**134.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[ballpoint\\_pen's solution](#)

**135.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ballpoint\\_pen's solution](#)

**136.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ballpoint\\_pen's solution](#)

**137.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[ballpoint\\_pen's solution](#)

**138.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,811 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ballpoint\\_pen's solution](#)

**139.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ballpoint\\_pen's solution](#)

**140.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[ballpoint\\_pen's solution](#)

**141.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[ballpoint\\_pen's solution](#)

**142.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[ballpoint\\_pen's solution](#)

**143.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ballpoint\\_pen's solution](#)

**144.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ballpoint\\_pen's solution](#)

**145.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, math, sortings

[ballpoint\\_pen's solution](#)

**146.**

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ballpoint\\_pen's solution](#)

**147.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 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

[ballpoint\\_pen's solution](#)

**148.**

1896C

[Matching Arrays](#) · [Tutorial](#)

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

[ballpoint\\_pen's solution](#)

**149.**

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[ballpoint\\_pen's solution](#)

**150.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ballpoint\\_pen's solution](#)

**151.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ballpoint\\_pen's solution](#)

**152.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ballpoint\\_pen's solution](#)

**153.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ballpoint\\_pen's solution](#)

**154.**

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[ballpoint\\_pen's solution](#)

**155.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy,

implementation, two pointers

[ballpoint\\_pen's solution](#)

**156.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ballpoint\\_pen's solution](#)

**157.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ballpoint\\_pen's solution](#)

**158.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ballpoint\\_pen's solution](#)

**159.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ballpoint\\_pen's solution](#)

**160.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[ballpoint\\_pen's solution](#)

**161.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ballpoint\\_pen's solution](#)

**162.**

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[ballpoint\\_pen's solution](#)

**163.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ballpoint\\_pen's solution](#)

**164.**

1106D

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

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[ballpoint\\_pen's solution](#)

**165.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ballpoint\\_pen's solution](#)

**166.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ballpoint\\_pen's solution](#)

**167.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[ballpoint\\_pen's solution](#)

**168.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[ballpoint\\_pen's solution](#)

**169.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[ballpoint\\_pen's solution](#)

**170.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ballpoint\\_pen's solution](#)

**171.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[ballpoint\\_pen's solution](#)

**172.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ballpoint\\_pen's solution](#)

**173.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[ballpoint\\_pen's solution](#)

**174.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[ballpoint\\_pen's solution](#)

**175.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ballpoint\\_pen's solution](#)

**176.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

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

[ballpoint\\_pen's solution](#)

**177.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ballpoint\\_pen's solution](#)

**178.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[ballpoint\\_pen's solution](#)

**179.**

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ballpoint\\_pen's solution](#)

**180.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[ballpoint\\_pen's solution](#)

**181.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[ballpoint\\_pen's solution](#)

**182.**

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[ballpoint\\_pen's solution](#)

**183.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ballpoint\\_pen's solution](#)

**184.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ballpoint\\_pen's solution](#)

**185.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ballpoint\\_pen's solution](#)

**186.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[ballpoint\\_pen's solution](#)

**187.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ballpoint\\_pen's solution](#)

**188.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers  
[ballpoint\\_pen's solution](#)

**189.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy  
[ballpoint\\_pen's solution](#)

**190.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[ballpoint\\_pen's solution](#)

**191.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers  
[ballpoint\\_pen's solution](#)

**192.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ballpoint\\_pen's solution](#)

**193.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[ballpoint\\_pen's solution](#)

**194.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ballpoint\\_pen's solution](#)

**195.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math  
[ballpoint\\_pen's solution](#)

**196.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[ballpoint\\_pen's solution](#)

**197.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
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**198.**

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
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**199.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
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**200.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
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**201.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees  
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**202.**

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
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**203.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
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**204.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers  
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**205.**

1889B

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Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
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**206.**

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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**207.**

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ballpoint\\_pen's solution](#)

**208.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

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**209.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

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**210.**

1810D

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Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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**211.**

598D

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Quality: 13,092 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ballpoint\\_pen's solution](#)

**212.**

427C

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Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

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**213.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**214.**

1132C

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**215.**

1239A

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[ballpoint\\_pen's solution](#)

**216.**

518D

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Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
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**217.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
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**218.**

1579E2

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**219.**

1672D

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**220.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
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**221.**

1658C

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Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**222.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees  
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**223.**

2127D

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Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
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**224.**

2039C2

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**225.**

2006B

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Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees  
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**226.**

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
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**227.**

1987D

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Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games  
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**228.**

1922E

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**229.**

600C

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Quality: 7,081 global accepts · Rating: 1800 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
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**230.**

1221D

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Quality: 10,195 global accepts · Rating: 1800 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp  
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**231.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle  
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**232.**

148D

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Quality: 8,908 global accepts · Rating: 1800 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities  
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**233.**

1732C1

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Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers  
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**234.**

33C

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

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**235.**

3C

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**236.**

2180D

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Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

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**237.**

2180C

[XOR-factorization](#) · [Tutorial](#)

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**238.**

2174B

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**239.**

2138B

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**240.**

2129C1

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

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**241.**

2029D

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**242.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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**243.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ballpoint\\_pen's solution](#)

**244.**

1991E

[Coloring Game](#) · [Tutorial](#)

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

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**245.**

1991D

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

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

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**246.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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**247.**

1922D

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[ballpoint\\_pen's solution](#)

**248.**

1912D

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**249.**

1912A

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**250.**

1909D

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

[ballpoint\\_pen's solution](#)

**251.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

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**252.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

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**253.**

1791G2

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**254.**

1855C2

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**255.**

1847D

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**256.**

1842D

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**257.**

558C

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**258.**

25C

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**259.**

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation  
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**260.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1900 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[ballpoint\\_pen's solution](#)

**261.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**262.**

3B

[Lorry](#) · [Tutorial](#)

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**263.**

1661D

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**264.**

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive  
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**265.**

2138C2

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

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**266.**

2129C2

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

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

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**267.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[ballpoint\\_pen's solution](#)

**268.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[ballpoint\\_pen's solution](#)

**269.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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**270.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ballpoint\\_pen's solution](#)

**271.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ballpoint\\_pen's solution](#)

**272.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[ballpoint\\_pen's solution](#)

**273.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ballpoint\\_pen's solution](#)

**274.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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**275.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-03-15 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ballpoint\\_pen's solution](#)

**276.**

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**277.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ballpoint\\_pen's solution](#)

**278.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ballpoint\\_pen's solution](#)

**279.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

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**280.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[ballpoint\\_pen's solution](#)

**281.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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**282.**

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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**283.**

2124E

[Make it Zero](#) · [Tutorial](#)

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

[ballpoint\\_pen's solution](#)

**284.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ballpoint\\_pen's solution](#)

**285.**

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[ballpoint\\_pen's solution](#)

**286.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ballpoint\\_pen's solution](#)

**287.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[ballpoint\\_pen's solution](#)

**288.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ballpoint\\_pen's solution](#)

**289.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[ballpoint\\_pen's solution](#)

**290.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[ballpoint\\_pen's solution](#)

**291.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ballpoint\\_pen's solution](#)

**292.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[ballpoint\\_pen's solution](#)

**293.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ballpoint\\_pen's solution](#)

**294.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[ballpoint\\_pen's solution](#)

**295.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[ballpoint\\_pen's solution](#)

**296.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ballpoint\\_pen's solution](#)

**297.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ballpoint\\_pen's solution](#)

**298.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[ballpoint\\_pen's solution](#)

**299.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ballpoint\\_pen's solution](#)

**300.**

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[ballpoint\\_pen's solution](#)

**301.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ballpoint\\_pen's solution](#)

**302.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[ballpoint\\_pen's solution](#)

**303.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[ballpoint\\_pen's solution](#)

**304.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[ballpoint\\_pen's solution](#)

**305.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ballpoint\\_pen's solution](#)

**306.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ballpoint\\_pen's solution](#)

**307.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[ballpoint\\_pen's solution](#)

**308.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ballpoint\\_pen's solution](#)

**309.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[ballpoint\\_pen's solution](#)

**310.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ballpoint\\_pen's solution](#)

**311.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ballpoint\\_pen's solution](#)

**312.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[ballpoint\\_pen's solution](#)

**313.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ballpoint\\_pen's solution](#)

**314.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ballpoint\\_pen's solution](#)

**315.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ballpoint\\_pen's solution](#)

**316.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ballpoint\\_pen's solution](#)

**317.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ballpoint\\_pen's solution](#)

**318.**

2129C3

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

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

[ballpoint\\_pen's solution](#)

**319.**

2124F1

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

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

[ballpoint\\_pen's solution](#)

**320.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[ballpoint\\_pen's solution](#)

**321.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[ballpoint\\_pen's solution](#)

**322.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ballpoint\\_pen's solution](#)

**323.**

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[ballpoint\\_pen's solution](#)

**324.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[ballpoint\\_pen's solution](#)

**325.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ballpoint\\_pen's solution](#)

**326.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ballpoint\\_pen's solution](#)

**327.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[ballpoint\\_pen's solution](#)

**328.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ballpoint\\_pen's solution](#)

**329.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[ballpoint\\_pen's solution](#)

**330.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ballpoint\\_pen's solution](#)

**331.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ballpoint\\_pen's solution](#)

**332.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ballpoint\\_pen's solution](#)

**333.**

1875F

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

Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ballpoint\\_pen's solution](#)

**334.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ballpoint\\_pen's solution](#)

**335.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[ballpoint\\_pen's solution](#)

**336.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[ballpoint\\_pen's solution](#)

**337.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ballpoint\\_pen's solution](#)

**338.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[ballpoint\\_pen's solution](#)

**339.**

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ballpoint\\_pen's solution](#)

**340.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ballpoint\\_pen's solution](#)

**341.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ballpoint\\_pen's solution](#)

**342.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ballpoint\\_pen's solution](#)

**343.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ballpoint\\_pen's solution](#)

**344.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ballpoint\\_pen's solution](#)

**345.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[ballpoint\\_pen's solution](#)

**346.**

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[ballpoint\\_pen's solution](#)

**347.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ballpoint\\_pen's solution](#)

**348.**

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

[ballpoint\\_pen's solution](#)

**349.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[ballpoint\\_pen's solution](#)

**350.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-08 · last AC: 2024-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ballpoint\\_pen's solution](#)

**351.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[ballpoint\\_pen's solution](#)

**352.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[ballpoint\\_pen's solution](#)

**353.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[ballpoint\\_pen's solution](#)

**354.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ballpoint\\_pen's solution](#)

**355.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[ballpoint\\_pen's solution](#)

**356.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[ballpoint\\_pen's solution](#)

**357.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[ballpoint\\_pen's solution](#)

**358.**

1436E

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

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers  
[ballpoint\\_pen's solution](#)

**359.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[ballpoint\\_pen's solution](#)

**360.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[ballpoint\\_pen's solution](#)

**361.**

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  
[ballpoint\\_pen's solution](#)

**362.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[ballpoint\\_pen's solution](#)

**363.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[ballpoint\\_pen's solution](#)

**364.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[ballpoint\\_pen's solution](#)

**365.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities  
[ballpoint\\_pen's solution](#)

**366.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ballpoint\\_pen's solution](#)

**367.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ballpoint\\_pen's solution](#)

**368.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ballpoint\\_pen's solution](#)

**369.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ballpoint\\_pen's solution](#)

**370.**

1076F

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

Quality: 726 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ballpoint\\_pen's solution](#)

**371.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ballpoint\\_pen's solution](#)

**372.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ballpoint\\_pen's solution](#)

**373.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[ballpoint\\_pen's solution](#)

**374.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[ballpoint\\_pen's solution](#)

**375.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ballpoint\\_pen's solution](#)

**376.**

1855E

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

Rating: 2500 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ballpoint\\_pen's solution](#)

**377.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ballpoint\\_pen's solution](#)

**378.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[ballpoint\\_pen's solution](#)

**379.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-12 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[ballpoint\\_pen's solution](#)

**380.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[ballpoint\\_pen's solution](#)

**381.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[ballpoint\\_pen's solution](#)

**382.**

1679F

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

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[ballpoint\\_pen's solution](#)

**383.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ballpoint\\_pen's solution](#)

**384.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[ballpoint\\_pen's solution](#)

**385.**

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[ballpoint\\_pen's solution](#)

**386.**

2085F1

[Serval and Colorful Array \(Easy Version\) · Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[ballpoint\\_pen's solution](#)

**387.**

2138D

[Antiamuny and Slider Movement · Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings  
[ballpoint\\_pen's solution](#)

**388.**

1799G

[Count Voting · Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[ballpoint\\_pen's solution](#)

**389.**

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[ballpoint\\_pen's solution](#)

**390.**

1685C

[Bring Balance · Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[ballpoint\\_pen's solution](#)

**391.**

2003E1

[Turtle and Inversions \(Easy Version\) · Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math  
[ballpoint\\_pen's solution](#)

**392.**

1495D

[BFS Trees · Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees  
[ballpoint\\_pen's solution](#)

**393.**

1423L

[Light switches · Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle  
[ballpoint\\_pen's solution](#)

**394.**

6D

[Lizards and Basements 2 · Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[ballpoint\\_pen's solution](#)

**395.**

1736E

[Swap and Take · Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[ballpoint\\_pen's solution](#)

**396.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[ballpoint\\_pen's solution](#)

**397.**

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities  
[ballpoint\\_pen's solution](#)

**398.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[ballpoint\\_pen's solution](#)

**399.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[ballpoint\\_pen's solution](#)

**400.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ballpoint\\_pen's solution](#)

**401.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math  
[ballpoint\\_pen's solution](#)

**402.**

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing  
[ballpoint\\_pen's solution](#)

**403.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[ballpoint\\_pen's solution](#)

**404.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[ballpoint\\_pen's solution](#)

**405.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math, strings  
[ballpoint\\_pen's solution](#)

**406.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[ballpoint\\_pen's solution](#)

**407.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[ballpoint\\_pen's solution](#)

**408.**

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings, two pointers

[ballpoint\\_pen's solution](#)

**409.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[ballpoint\\_pen's solution](#)

**410.**

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[ballpoint\\_pen's solution](#)

**411.**

98E

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

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[ballpoint\\_pen's solution](#)

**412.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[ballpoint\\_pen's solution](#)

**413.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ballpoint\\_pen's solution](#)

**414.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[ballpoint\\_pen's solution](#)

**415.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ballpoint\\_pen's solution](#)

**416.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ballpoint\\_pen's solution](#)

**417.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[ballpoint\\_pen's solution](#)

**418.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[ballpoint\\_pen's solution](#)

**419.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ballpoint\\_pen's solution](#)

**420.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[ballpoint\\_pen's solution](#)

**421.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[ballpoint\\_pen's solution](#)

**422.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ballpoint\\_pen's solution](#)

**423.**

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[ballpoint\\_pen's solution](#)

**424.**

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[ballpoint\\_pen's solution](#)

**425.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ballpoint\\_pen's solution](#)

**426.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ballpoint\\_pen's solution](#)

**427.**

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[ballpoint\\_pen's solution](#)

**428.**

1477D

[Nezzar and Hidden Permutations · Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ballpoint\\_pen's solution](#)

**429.**

2147F

[Exchange Queries · Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[ballpoint\\_pen's solution](#)

**430.**

1545C

[AquaMoon and Permutations · Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[ballpoint\\_pen's solution](#)

**431.**

1773G

[Game of Questions · Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ballpoint\\_pen's solution](#)

**432.**

1830D

[Mex Tree · Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[ballpoint\\_pen's solution](#)

**433.**

1383E

[Strange Operation · Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[ballpoint\\_pen's solution](#)

**434.**

2003F

[Turtle and Three Sequences · Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[ballpoint\\_pen's solution](#)

**435.**

1436F

[Sum Over Subsets · Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ballpoint\\_pen's solution](#)

**436.**

1654F

[Minimal String Xoration · Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[ballpoint\\_pen's solution](#)

**437.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities  
[ballpoint\\_pen's solution](#)

**438.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, trees  
[ballpoint\\_pen's solution](#)

**439.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ballpoint\\_pen's solution](#)

**440.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices  
[ballpoint\\_pen's solution](#)

**441.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees  
[ballpoint\\_pen's solution](#)

**442.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[ballpoint\\_pen's solution](#)

**443.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[ballpoint\\_pen's solution](#)

**444.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, trees  
[ballpoint\\_pen's solution](#)

**445.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities  
[ballpoint\\_pen's solution](#)

**446.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ballpoint\\_pen's solution](#)

**447.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures

[ballpoint\\_pen's solution](#)

**448.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[ballpoint\\_pen's solution](#)

**449.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ballpoint\\_pen's solution](#)

**450.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[ballpoint\\_pen's solution](#)

**451.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ballpoint\\_pen's solution](#)

**452.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ballpoint\\_pen's solution](#)

**453.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[ballpoint\\_pen's solution](#)

**454.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ballpoint\\_pen's solution](#)

**455.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ballpoint\\_pen's solution](#)

**456.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ballpoint\\_pen's solution](#)

**457.**

2018F1

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

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[ballpoint\\_pen's solution](#)

**458.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[ballpoint\\_pen's solution](#)

**459.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-02-25 · last AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ballpoint\\_pen's solution](#)

**460.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ballpoint\\_pen's solution](#)

**461.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ballpoint\\_pen's solution](#)

**462.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ballpoint\\_pen's solution](#)

**463.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ballpoint\\_pen's solution](#)

**464.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[ballpoint\\_pen's solution](#)

**465.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[ballpoint\\_pen's solution](#)

**466.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[ballpoint\\_pen's solution](#)

**467.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[ballpoint\\_pen's solution](#)

**468.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ballpoint\\_pen's solution](#)

**469.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[ballpoint\\_pen's solution](#)

**470.**

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[ballpoint\\_pen's solution](#)

**471.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[ballpoint\\_pen's solution](#)

**472.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[ballpoint\\_pen's solution](#)

**473.**

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[ballpoint\\_pen's solution](#)

**474.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, greedy

[ballpoint\\_pen's solution](#)

**475.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive

[ballpoint\\_pen's solution](#)

**476.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[ballpoint\\_pen's solution](#)

**477.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[ballpoint\\_pen's solution](#)

**478.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics  
[ballpoint\\_pen's solution](#)

**479.**

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[ballpoint\\_pen's solution](#)

**480.**

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[ballpoint\\_pen's solution](#)

**481.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[ballpoint\\_pen's solution](#)

**482.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[ballpoint\\_pen's solution](#)

**483.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[ballpoint\\_pen's solution](#)

**484.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games  
[ballpoint\\_pen's solution](#)

**485.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings  
[ballpoint\\_pen's solution](#)

**486.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings  
[ballpoint\\_pen's solution](#)

**487.**

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings  
[ballpoint\\_pen's solution](#)

**488.**

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[ballpoint\\_pen's solution](#)

**489.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ballpoint\\_pen's solution](#)

**490.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[ballpoint\\_pen's solution](#)

**491.**

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ballpoint\\_pen's solution](#)

**492.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[ballpoint\\_pen's solution](#)

**493.**

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ballpoint\\_pen's solution](#)

**494.**

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ballpoint\\_pen's solution](#)

**495.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ballpoint\\_pen's solution](#)

**496.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[ballpoint\\_pen's solution](#)

**497.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[ballpoint\\_pen's solution](#)

**498.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer  
[ballpoint\\_pen's solution](#)

**499.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math  
[ballpoint\\_pen's solution](#)

**500.**

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[ballpoint\\_pen's solution](#)

**501.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[ballpoint\\_pen's solution](#)

**502.**

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation  
[ballpoint\\_pen's solution](#)

**503.**

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[ballpoint\\_pen's solution](#)

**504.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[ballpoint\\_pen's solution](#)

**505.**

2018F2

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

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[ballpoint\\_pen's solution](#)

**506.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[ballpoint\\_pen's solution](#)

**507.**

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp  
[ballpoint\\_pen's solution](#)

**508.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ballpoint\\_pen's solution](#)

## 509.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[ballpoint\\_pen's solution](#)

## 510.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[ballpoint\\_pen's solution](#)

## 511.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[ballpoint\\_pen's solution](#)

## 512.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ballpoint\\_pen's solution](#)

## 513.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory, two pointers

[ballpoint\\_pen's solution](#)

## 514.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[ballpoint\\_pen's solution](#)

## 515.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[ballpoint\\_pen's solution](#)

## 516.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[ballpoint\\_pen's solution](#)

## 517.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[ballpoint\\_pen's solution](#)

## 518.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[ballpoint\\_pen's solution](#)

**519.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp  
[ballpoint\\_pen's solution](#)

**520.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees  
[ballpoint\\_pen's solution](#)

**521.**

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[ballpoint\\_pen's solution](#)

**522.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees  
[ballpoint\\_pen's solution](#)

**523.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees  
[ballpoint\\_pen's solution](#)

**524.**

1930G

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

Quality: 494 global accepts · Rating: 3100 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees  
[ballpoint\\_pen's solution](#)

**525.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[ballpoint\\_pen's solution](#)

**526.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy  
[ballpoint\\_pen's solution](#)

**527.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees  
[ballpoint\\_pen's solution](#)

**528.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, sortings, two pointers  
[ballpoint\\_pen's solution](#)

**529.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games  
[ballpoint\\_pen's solution](#)

**530.**

1423D

[Does anyone else hate the wind?](#) · [Tutorial](#)

Quality: 49 global accepts · Rating: 3100 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ballpoint\\_pen's solution](#)

**531.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, trees  
[ballpoint\\_pen's solution](#)

**532.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, shortest paths  
[ballpoint\\_pen's solution](#)

**533.**

1210F1

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

Quality: 351 global accepts · Rating: 3100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities  
[ballpoint\\_pen's solution](#)

**534.**

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy  
[ballpoint\\_pen's solution](#)

**535.**

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[ballpoint\\_pen's solution](#)

**536.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, trees  
[ballpoint\\_pen's solution](#)

**537.**

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[ballpoint\\_pen's solution](#)

**538.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[ballpoint\\_pen's solution](#)

**539.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math  
[ballpoint\\_pen's solution](#)

**540.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, probabilities  
[ballpoint\\_pen's solution](#)

**541.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities  
[ballpoint\\_pen's solution](#)

**542.**

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math  
[ballpoint\\_pen's solution](#)

**543.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[ballpoint\\_pen's solution](#)

**544.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers  
[ballpoint\\_pen's solution](#)

**545.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy  
[ballpoint\\_pen's solution](#)

**546.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[ballpoint\\_pen's solution](#)

**547.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[ballpoint\\_pen's solution](#)

**548.**

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[ballpoint\\_pen's solution](#)

**549.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees  
[ballpoint\\_pen's solution](#)

**550.**

2018F3

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

Quality: 309 global accepts · Rating: 3100 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[ballpoint\\_pen's solution](#)

**551.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[ballpoint\\_pen's solution](#)

**552.**

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft  
[ballpoint\\_pen's solution](#)

**553.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math  
[ballpoint\\_pen's solution](#)

**554.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ballpoint\\_pen's solution](#)

**555.**

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices  
[ballpoint\\_pen's solution](#)

**556.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation  
[ballpoint\\_pen's solution](#)

**557.**

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[ballpoint\\_pen's solution](#)

**558.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, interactive  
[ballpoint\\_pen's solution](#)

**559.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers  
[ballpoint\\_pen's solution](#)

**560.**

772E

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

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, trees  
[ballpoint\\_pen's solution](#)

**561.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, trees

[ballpoint\\_pen's solution](#)

**562.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[ballpoint\\_pen's solution](#)

**563.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ballpoint\\_pen's solution](#)

**564.**

1149E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs

[ballpoint\\_pen's solution](#)

**565.**

1109F

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

Quality: 366 global accepts · Rating: 3200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[ballpoint\\_pen's solution](#)

**566.**

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2025-12-29 · PyPy 3 (first AC) · Tags: interactive, math, number theory

[ballpoint\\_pen's solution](#)

**567.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ballpoint\\_pen's solution](#)

**568.**

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[ballpoint\\_pen's solution](#)

**569.**

1081G

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[ballpoint\\_pen's solution](#)

**570.**

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[ballpoint\\_pen's solution](#)

**571.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ballpoint\\_pen's solution](#)

**572.**

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math  
[ballpoint\\_pen's solution](#)

**573.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[ballpoint\\_pen's solution](#)

**574.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[ballpoint\\_pen's solution](#)

**575.**

1210F2

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

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities  
[ballpoint\\_pen's solution](#)

**576.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees  
[ballpoint\\_pen's solution](#)

**577.**

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: flows  
[ballpoint\\_pen's solution](#)

**578.**

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math  
[ballpoint\\_pen's solution](#)

**579.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees  
[ballpoint\\_pen's solution](#)

**580.**

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[ballpoint\\_pen's solution](#)

**581.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation  
[ballpoint\\_pen's solution](#)

**582.**

750G

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

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[ballpoint\\_pen's solution](#)

**583.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[ballpoint\\_pen's solution](#)

**584.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[ballpoint\\_pen's solution](#)

**585.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[ballpoint\\_pen's solution](#)

**586.**

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[ballpoint\\_pen's solution](#)

**587.**

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[ballpoint\\_pen's solution](#)

**588.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, trees

[ballpoint\\_pen's solution](#)

**589.**

1322E

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

Quality: 346 global accepts · Rating: 3300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ballpoint\\_pen's solution](#)

**590.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ballpoint\\_pen's solution](#)

**591.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ballpoint\\_pen's solution](#)

**592.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[ballpoint\\_pen's solution](#)

**593.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[ballpoint\\_pen's solution](#)

**594.**

1083F

[The Fair Nut and Amusing Xor](#) · Tutorial

Quality: 316 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[ballpoint\\_pen's solution](#)

**595.**

1054G

[New Road Network](#) · Tutorial

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[ballpoint\\_pen's solution](#)

**596.**

1615G

[Maximum Adjacent Pairs](#) · Tutorial

Quality: 172 global accepts · Rating: 3300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings  
[ballpoint\\_pen's solution](#)

**597.**

1753E

[N Machines](#) · Tutorial

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy  
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**598.**

1188E

[Problem from Red Panda](#) · Tutorial

Quality: 288 global accepts · Rating: 3300 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics  
[ballpoint\\_pen's solution](#)

**599.**

1466H

[Finding satisfactory solutions](#) · Tutorial

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math  
[ballpoint\\_pen's solution](#)

**600.**

1329E

[Dreamoon Loves AA](#) · Tutorial

Quality: 266 global accepts · Rating: 3300 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[ballpoint\\_pen's solution](#)

**601.**

1500E

[Subset Trick](#) · Tutorial

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[ballpoint\\_pen's solution](#)

**602.**

713E

[Sonya Partymaker](#) · Tutorial

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp  
[ballpoint\\_pen's solution](#)

**603.**

1558F

[Strange Sort](#) · Tutorial

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[ballpoint\\_pen's solution](#)

**604.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[ballpoint\\_pen's solution](#)

**605.**

2147I1

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

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ballpoint\\_pen's solution](#)

**606.**

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ballpoint\\_pen's solution](#)

**607.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[ballpoint\\_pen's solution](#)

**608.**

1097H

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

Quality: 139 global accepts · Rating: 3400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[ballpoint\\_pen's solution](#)

**609.**

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, trees

[ballpoint\\_pen's solution](#)

**610.**

757G

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

Quality: 648 global accepts · Rating: 3400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[ballpoint\\_pen's solution](#)

**611.**

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[ballpoint\\_pen's solution](#)

**612.**

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math

[ballpoint\\_pen's solution](#)

**613.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ballpoint\\_pen's solution](#)

**614.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[ballpoint\\_pen's solution](#)

**615.**

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[ballpoint\\_pen's solution](#)

**616.**

2029I

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

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

[ballpoint\\_pen's solution](#)

**617.**

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ballpoint\\_pen's solution](#)

**618.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[ballpoint\\_pen's solution](#)

**619.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[ballpoint\\_pen's solution](#)

**620.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ballpoint\\_pen's solution](#)

**621.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ballpoint\\_pen's solution](#)

**622.**

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[ballpoint\\_pen's solution](#)

**623.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[ballpoint\\_pen's solution](#)

**624.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive  
[ballpoint\\_pen's solution](#)

**625.**

1305H

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

Quality: 173 global accepts · Rating: 3500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[ballpoint\\_pen's solution](#)

**626.**

1776E

[Crossing the Railways](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[ballpoint\\_pen's solution](#)

**627.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-04 · Text (first AC) · Tags: \*special, constructive algorithms  
[ballpoint\\_pen's solution](#)

**628.**

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, combinatorics, dp, math  
[ballpoint\\_pen's solution](#)

**629.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math  
[ballpoint\\_pen's solution](#)

**630.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, divide and conquer, implementation, math  
[ballpoint\\_pen's solution](#)

**631.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, expression parsing, trees  
[ballpoint\\_pen's solution](#)