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Unique solved — bin9638

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

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Count: 249

1.

1728B

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2.

1728A

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3.

1725A

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4.

1717A

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5.

1714B

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6.

1716A

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7.

1714C

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8.

1721A

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9.

1709A

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10.

1715A

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11.

1720B

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1719B

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13.

1719A

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1712B

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15.

1712A

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16.

1194A

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17.

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18.

1726A

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1709B

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20.

1714A

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21.

1720A

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22.

1183B

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23.

1725B

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24.

1721B

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25.

1715B

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26.

1181A

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27.

1182A

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28.

727A

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29.

1726B

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30.

1717B

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31.

1382B

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32.

1712C

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33.

630J

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34.

1176B

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35.

363B

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36.

1720C

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37.

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38.

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39.

1693A

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40.

1726C

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41.

1717C

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42.

70A

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1070D

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44.

1728C

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45.

1721C

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46.

1719C

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47.

550B

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48.

630L

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49.

1183C

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50.

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51.

719B

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52.

203C

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53.

492C

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54.

279B

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[bin9638's solution](#)

55.

253B

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56.

816B

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57.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

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58.

1106D

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59.

329B

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60.

166E

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61.

272C

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62.

1141C

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63.

1186D

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64.

328B

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65.

701C

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66.

676C

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67.

873B

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68.

2172F

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69.

1658D1

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70.

830B

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71.

847B

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72.

495B

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73.

722C

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74.

11B

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75.

86A

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76.

534C

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77.

597A

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78.

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79.

898E

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80.

660C

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81.

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82.

316G1

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83.

1706D1

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84.

1715C

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85.

32C

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86.

1009C

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87.

1141E

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88.

1185C2

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89.

1185D

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90.

66D

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91.

466C

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92.

1728D

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[bin9638's solution](#)

93.

1725H

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[bin9638's solution](#)

94.

1725M

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Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[bin9638's solution](#)

95.

1721D

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96.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

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97.

1720D1

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98.

178B3

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99.

580D

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100.

482B

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

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101.

459D

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102.

15B

[Laser](#) · [Tutorial](#)

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103.

630M

[Turn](#) · [Tutorial](#)

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104.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-07-09 · FPC (first AC) · Tags: brute force, math, number theory
[bin9638's solution](#)

105.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-07-05 · FPC (first AC) · Tags: implementation, math
[bin9638's solution](#)

106.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[bin9638's solution](#)

107.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[bin9638's solution](#)

108.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[bin9638's solution](#)

109.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[bin9638's solution](#)

110.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[bin9638's solution](#)

111.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[bin9638's solution](#)

112.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[bin9638's solution](#)

113.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,225 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[bin9638's solution](#)

114.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,911 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[bin9638's solution](#)

115.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[bin9638's solution](#)

116.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[bin9638's solution](#)

117.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[bin9638's solution](#)

118.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[bin9638's solution](#)

119.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[bin9638's solution](#)

120.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[bin9638's solution](#)

121.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[bin9638's solution](#)

122.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[bin9638's solution](#)

123.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[bin9638's solution](#)

124.

1719E

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

Rating: 2000 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, number theory

[bin9638's solution](#)

125.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[bin9638's solution](#)

126.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bin9638's solution](#)

127.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers
[bin9638's solution](#)

128.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[bin9638's solution](#)

129.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[bin9638's solution](#)

130.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[bin9638's solution](#)

131.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees
[bin9638's solution](#)

132.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2020-01-03 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: data structures, schedules
[bin9638's solution](#)

133.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: math
[bin9638's solution](#)

134.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2019-07-11 · FPC (first AC) · Tags: math
[bin9638's solution](#)

135.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[bin9638's solution](#)

136.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[bin9638's solution](#)

137.

128B

[String](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2022-09-19 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[bin9638's solution](#)

138.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[bin9638's solution](#)

139.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[bin9638's solution](#)

140.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[bin9638's solution](#)

141.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[bin9638's solution](#)

142.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[bin9638's solution](#)

143.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[bin9638's solution](#)

144.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[bin9638's solution](#)

145.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[bin9638's solution](#)

146.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[bin9638's solution](#)

147.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bin9638's solution](#)

148.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[bin9638's solution](#)

149.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[bin9638's solution](#)

150.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[bin9638's solution](#)

151.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[bin9638's solution](#)

152.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[bin9638's solution](#)

153.

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[bin9638's solution](#)

154.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[bin9638's solution](#)

155.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[bin9638's solution](#)

156.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[bin9638's solution](#)

157.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[bin9638's solution](#)

158.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[bin9638's solution](#)

159.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[bin9638's solution](#)

160.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[bin9638's solution](#)

161.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[bin9638's solution](#)

162.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[bin9638's solution](#)

163.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[bin9638's solution](#)

164.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[bin9638's solution](#)

165.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[bin9638's solution](#)

166.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-08-31 · last AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[bin9638's solution](#)

167.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[bin9638's solution](#)

168.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[bin9638's solution](#)

169.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-08-27 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[bin9638's solution](#)

170.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[bin9638's solution](#)

171.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[bin9638's solution](#)

172.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[bin9638's solution](#)

173.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[bin9638's solution](#)

174.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[bin9638's solution](#)

175.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[bin9638's solution](#)

176.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[bin9638's solution](#)

177.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-05-30 · last AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[bin9638's solution](#)

178.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[bin9638's solution](#)

179.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[bin9638's solution](#)

180.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[bin9638's solution](#)

181.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[bin9638's solution](#)

182.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[bin9638's solution](#)

183.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[bin9638's solution](#)

184.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bin9638's solution](#)

185.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[bin9638's solution](#)

186.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[bin9638's solution](#)

187.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[bin9638's solution](#)

188.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[bin9638's solution](#)

189.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[bin9638's solution](#)

190.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[bin9638's solution](#)

191.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation

[bin9638's solution](#)

192.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[bin9638's solution](#)

193.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[bin9638's solution](#)

194.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[bin9638's solution](#)

195.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[bin9638's solution](#)

196.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[bin9638's solution](#)

197.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[bin9638's solution](#)

198.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[bin9638's solution](#)

199.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[bin9638's solution](#)

200.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[bin9638's solution](#)

201.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2020-08-26 · last AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[bin9638's solution](#)

202.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[bin9638's solution](#)

203.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · last AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[bin9638's solution](#)

204.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[bin9638's solution](#)

205.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-07-16 · last AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[bin9638's solution](#)

206.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[bin9638's solution](#)

207.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-07 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[bin9638's solution](#)

208.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[bin9638's solution](#)

209.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
[bin9638's solution](#)

210.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[bin9638's solution](#)

211.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
[bin9638's solution](#)

212.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[bin9638's solution](#)

213.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-29 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp
[bin9638's solution](#)

214.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[bin9638's solution](#)

215.

434C

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

Rating: 2500 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[bin9638's solution](#)

216.

1712E2

[LCM Sum \(hard version\) · Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[bin9638's solution](#)

217.

484E

[Sign on Fence · Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[bin9638's solution](#)

218.

963D

[Frequency of String · Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-07-26 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[bin9638's solution](#)

219.

360C

[Levko and Strings · Tutorial](#)

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bin9638's solution](#)

220.

321E

[Ciel and Gondolas · Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-07-16 · last AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[bin9638's solution](#)

221.

1657F

[Words on Tree · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[bin9638's solution](#)

222.

547D

[Mike and Fish · Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[bin9638's solution](#)

223.

1340D

[Nastya and Time Machine · Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[bin9638's solution](#)

224.

1341F

[Nastya and Time Machine · Tutorial](#)

Rating: 2600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[bin9638's solution](#)

225.

633F

[The Chocolate Spree · Tutorial](#)

Quality: 1,387 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[bin9638's solution](#)

226.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[bin9638's solution](#)

227.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[bin9638's solution](#)

228.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-23 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[bin9638's solution](#)

229.

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[bin9638's solution](#)

230.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[bin9638's solution](#)

231.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[bin9638's solution](#)

232.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[bin9638's solution](#)

233.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[bin9638's solution](#)

234.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[bin9638's solution](#)

235.

1400F

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

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2022-07-27 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[bin9638's solution](#)

236.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[bin9638's solution](#)

237.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[bin9638's solution](#)

238.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[bin9638's solution](#)

239.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[bin9638's solution](#)

240.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[bin9638's solution](#)

241.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bin9638's solution](#)

242.

105335M

[Marriage Proposals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bin9638's solution](#)

243.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bin9638's solution](#)

244.

1042901

[A\\$8CD5Cä=C 1C`NCD5CÔ8CP](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[bin9638's solution](#)

245.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[bin9638's solution](#)

246.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[bin9638's solution](#)

247.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[bin9638's solution](#)

248.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[bin9638's solution](#)

249.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[bin9638's solution](#)