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Unique solved — bingpao

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

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

Filters: none

Count: 326

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,683 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[bingpao's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[bingpao's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[bingpao's solution](#)

4.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[bingpao's solution](#)

5.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[bingpao's solution](#)

6.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[bingpao's solution](#)

7.

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
[bingpao's solution](#)

8.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[bingpao's solution](#)

9.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[bingpao's solution](#)

10.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[bingpao's solution](#)

11.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[bingpao's solution](#)

12.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[bingpao's solution](#)

13.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[bingpao's solution](#)

14.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[bingpao's solution](#)

15.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[bingpao's solution](#)

16.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[bingpao's solution](#)

17.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[bingpao's solution](#)

18.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[bingpao's solution](#)

19.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[bingpao's solution](#)

20.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

greedy, implementation

[bingpao's solution](#)

21.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bingpao's solution](#)

22.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[bingpao's solution](#)

23.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bingpao's solution](#)

24.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[bingpao's solution](#)

25.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[bingpao's solution](#)

26.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[bingpao's solution](#)

27.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bingpao's solution](#)

28.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[bingpao's solution](#)

29.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[bingpao's solution](#)

30.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[bingpao's solution](#)

31.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[bingpao's solution](#)

32.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[bingpao's solution](#)

33.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[bingpao's solution](#)

34.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[bingpao's solution](#)

35.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[bingpao's solution](#)

36.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[bingpao's solution](#)

37.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[bingpao's solution](#)

38.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[bingpao's solution](#)

39.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[bingpao's solution](#)

40.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[bingpao's solution](#)

41.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[bingpao's solution](#)

42.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[bingpao's solution](#)

43.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[bingpao's solution](#)

44.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[bingpao's solution](#)

45.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[bingpao's solution](#)

46.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[bingpao's solution](#)

47.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[bingpao's solution](#)

48.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[bingpao's solution](#)

49.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[bingpao's solution](#)

50.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[bingpao's solution](#)

51.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[bingpao's solution](#)

52.

2201A1

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

Quality: 11,055 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[bingpao's solution](#)

53.

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[bingpao's solution](#)

54.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[bingpao's solution](#)

55.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[bingpao's solution](#)

56.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[bingpao's solution](#)

57.

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

[bingpao's solution](#)

58.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[bingpao's solution](#)

59.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[bingpao's solution](#)

60.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[bingpao's solution](#)

61.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,250 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bingpao's solution](#)

62.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[bingpao's solution](#)

63.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[bingpao's solution](#)

64.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[bingpao's solution](#)

65.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[bingpao's solution](#)

66.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[bingpao's solution](#)

67.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[bingpao's solution](#)

68.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[bingpao's solution](#)

69.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[bingpao's solution](#)

70.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[bingpao's solution](#)

71.

2003D1

[Turtle and a MEX Problem \(Easy Version\) · Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[bingpao's solution](#)

72.

2001C

[Guess The Tree · Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[bingpao's solution](#)

73.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math
[bingpao's solution](#)

74.

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[bingpao's solution](#)

75.

2157D

[Billion Players Game · Tutorial](#)

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[bingpao's solution](#)

76.

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[bingpao's solution](#)

77.

2084D

[Arcology On Permafrost · Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[bingpao's solution](#)

78.

2048D

[Kevin and Competition Memories · Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[bingpao's solution](#)

79.

2018A

[Cards Partition · Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[bingpao's solution](#)

80.

2004D

[Colored Portals · Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[bingpao's solution](#)

81.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[bingpao's solution](#)

82.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[bingpao's solution](#)

83.

2201A2

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

Quality: 5,088 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[bingpao's solution](#)

84.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bingpao's solution](#)

85.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[bingpao's solution](#)

86.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[bingpao's solution](#)

87.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[bingpao's solution](#)

88.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[bingpao's solution](#)

89.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[bingpao's solution](#)

90.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bingpao's solution](#)

91.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[bingpao's solution](#)

92.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[bingpao's solution](#)

93.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[bingpao's solution](#)

94.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[bingpao's solution](#)

95.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[bingpao's solution](#)

96.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[bingpao's solution](#)

97.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[bingpao's solution](#)

98.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[bingpao's solution](#)

99.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[bingpao's solution](#)

100.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math,

number theory

[bingpao's solution](#)

101.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[bingpao's solution](#)

102.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[bingpao's solution](#)

103.

2007E

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

Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[bingpao's solution](#)

104.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[bingpao's solution](#)

105.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[bingpao's solution](#)

106.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[bingpao's solution](#)

107.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[bingpao's solution](#)

108.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[bingpao's solution](#)

109.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[bingpao's solution](#)

110.

2129C1

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, interactive

[bingpao's solution](#)

111.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[bingpao's solution](#)

112.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[bingpao's solution](#)

113.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[bingpao's solution](#)

114.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[bingpao's solution](#)

115.

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[bingpao's solution](#)

116.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[bingpao's solution](#)

117.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[bingpao's solution](#)

118.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[bingpao's solution](#)

119.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[bingpao's solution](#)

120.

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

[bingpao's solution](#)

121.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[bingpao's solution](#)

122.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[bingpao's solution](#)

123.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[bingpao's solution](#)

124.

2183D2

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

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

[bingpao's solution](#)

125.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[bingpao's solution](#)

126.

2150C

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

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[bingpao's solution](#)

127.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[bingpao's solution](#)

128.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[bingpao's solution](#)

129.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[bingpao's solution](#)

130.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[bingpao's solution](#)

131.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[bingpao's solution](#)

132.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[bingpao's solution](#)

133.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[bingpao's solution](#)

134.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · last AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[bingpao's solution](#)

135.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[bingpao's solution](#)

136.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[bingpao's solution](#)

137.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[bingpao's solution](#)

138.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[bingpao's solution](#)

139.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[bingpao's solution](#)

140.

2147E

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

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

[bingpao's solution](#)

141.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[bingpao's solution](#)

142.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[bingpao's solution](#)

143.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[bingpao's solution](#)

144.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[bingpao's solution](#)

145.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[bingpao's solution](#)

146.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[bingpao's solution](#)

147.

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[bingpao's solution](#)

148.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[bingpao's solution](#)

149.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-09 · last AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[bingpao's solution](#)

150.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[bingpao's solution](#)

151.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[bingpao's solution](#)

152.

2122D

[Traffic Lights](#) · [Tutorial](#)

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

[bingpao's solution](#)

153.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[bingpao's solution](#)

154.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[bingpao's solution](#)

155.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[bingpao's solution](#)

156.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[bingpao's solution](#)

157.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[bingpao's solution](#)

158.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[bingpao's solution](#)

159.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[bingpao's solution](#)

160.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[bingpao's solution](#)

161.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[bingpao's solution](#)

162.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[bingpao's solution](#)

163.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[bingpao's solution](#)

164.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[bingpao's solution](#)

165.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[bingpao's solution](#)

166.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[bingpao's solution](#)

167.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[bingpao's solution](#)

168.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[bingpao's solution](#)

169.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[bingpao's solution](#)

170.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, math

[bingpao's solution](#)

171.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[bingpao's solution](#)

172.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, matrices

[bingpao's solution](#)

173.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[bingpao's solution](#)

174.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[bingpao's solution](#)

175.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[bingpao's solution](#)

176.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[bingpao's solution](#)

177.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[bingpao's solution](#)

178.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[bingpao's solution](#)

179.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[bingpao's solution](#)

180.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[bingpao's solution](#)

181.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[bingpao's solution](#)

182.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[bingpao's solution](#)

183.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[bingpao's solution](#)

184.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[bingpao's solution](#)

185.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[bingpao's solution](#)

186.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[bingpao's solution](#)

187.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[bingpao's solution](#)

188.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[bingpao's solution](#)

189.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[bingpao's solution](#)

190.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[bingpao's solution](#)

191.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[bingpao's solution](#)

192.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[bingpao's solution](#)

193.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[bingpao's solution](#)

194.

2122E

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

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[bingpao's solution](#)

195.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[bingpao's solution](#)

196.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[bingpao's solution](#)

197.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[bingpao's solution](#)

198.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[bingpao's solution](#)

199.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[bingpao's solution](#)

200.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[bingpao's solution](#)

201.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[bingpao's solution](#)

202.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[bingpao's solution](#)

203.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
[bingpao's solution](#)

204.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[bingpao's solution](#)

205.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation
[bingpao's solution](#)

206.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms
[bingpao's solution](#)

207.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs
[bingpao's solution](#)

208.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[bingpao's solution](#)

209.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[bingpao's solution](#)

210.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[bingpao's solution](#)

211.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[bingpao's solution](#)

212.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[bingpao's solution](#)

213.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[bingpao's solution](#)

214.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[bingpao's solution](#)

215.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[bingpao's solution](#)

216.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[bingpao's solution](#)

217.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[bingpao's solution](#)

218.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[bingpao's solution](#)

219.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[bingpao's solution](#)

220.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[bingpao's solution](#)

221.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[bingpao's solution](#)

222.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, trees

[bingpao's solution](#)

223.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[bingpao's solution](#)

224.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[bingpao's solution](#)

225.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[bingpao's solution](#)

226.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[bingpao's solution](#)

227.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[bingpao's solution](#)

228.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[bingpao's solution](#)

229.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[bingpao's solution](#)

230.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings
[bingpao's solution](#)

231.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[bingpao's solution](#)

232.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-08 · last AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy
[bingpao's solution](#)

233.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees
[bingpao's solution](#)

234.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities
[bingpao's solution](#)

235.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, math
[bingpao's solution](#)

236.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[bingpao's solution](#)

237.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[bingpao's solution](#)

238.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[bingpao's solution](#)

239.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[bingpao's solution](#)

240.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[bingpao's solution](#)

241.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[bingpao's solution](#)

242.

1806F2

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

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[bingpao's solution](#)

243.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-05-09 · last AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[bingpao's solution](#)

244.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bingpao's solution](#)

245.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[bingpao's solution](#)

246.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle

[bingpao's solution](#)

247.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[bingpao's solution](#)

248.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-13 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[bingpao's solution](#)

249.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[bingpao's solution](#)

250.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[bingpao's solution](#)

251.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[bingpao's solution](#)

252.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[bingpao's solution](#)

253.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[bingpao's solution](#)

254.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[bingpao's solution](#)

255.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[bingpao's solution](#)

256.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[bingpao's solution](#)

257.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[bingpao's solution](#)

258.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[bingpao's solution](#)

259.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[bingpao's solution](#)

260.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[bingpao's solution](#)

261.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[bingpao's solution](#)

262.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[bingpao's solution](#)

263.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[bingpao's solution](#)

264.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[bingpao's solution](#)

265.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[bingpao's solution](#)

266.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[bingpao's solution](#)

267.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, trees
[bingpao's solution](#)

268.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy
[bingpao's solution](#)

269.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[bingpao's solution](#)

270.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[bingpao's solution](#)

271.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[bingpao's solution](#)

272.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[bingpao's solution](#)

273.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[bingpao's solution](#)

274.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[bingpao's solution](#)

275.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[bingpao's solution](#)

276.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[bingpao's solution](#)

277.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[bingpao's solution](#)

278.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

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279.

1446F

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280.

2165E

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281.

590E

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282.

1326F2

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283.

1810G

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284.

1025G

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285.

1774G

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286.

2128F

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287.

1495E

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288.

2018E1

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289.

1610G

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290.

2178I

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291.

2178H

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292.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

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293.

1764G3

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294.

1172F

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295.

1718D

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296.

1930H

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297.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

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298.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees
[bingpao's solution](#)

299.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[bingpao's solution](#)

300.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[bingpao's solution](#)

301.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[bingpao's solution](#)

302.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[bingpao's solution](#)

303.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[bingpao's solution](#)

304.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[bingpao's solution](#)

305.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[bingpao's solution](#)

306.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[bingpao's solution](#)

307.

2161H

[Cycle Sort](#) · [Tutorial](#)

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[bingpao's solution](#)

308.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[bingpao's solution](#)

309.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp
[bingpao's solution](#)

310.

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers
[bingpao's solution](#)

311.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[bingpao's solution](#)

312.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[bingpao's solution](#)

313.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules
[bingpao's solution](#)

314.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[bingpao's solution](#)

315.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[bingpao's solution](#)

316.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs
[bingpao's solution](#)

317.

1479E

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Quality: 265 global accepts · Rating: 3500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math, number theory, probabilities
[bingpao's solution](#)

318.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[bingpao's solution](#)

319.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[bingpao's solution](#)

320.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs
[bingpao's solution](#)

321.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[bingpao's solution](#)

322.

2077G

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Quality: 135 global accepts · Rating: 3500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory
[bingpao's solution](#)

323.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees
[bingpao's solution](#)

324.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
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325.

103861F

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326.

103409K

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