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Unique solved — bronze coder

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4A

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1095B

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1844B

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157.

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1785A

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157B

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1761B

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1760D

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1702D

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1674C

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1676D

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172.

1659A

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173.

2160B

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174.

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175.

2137C

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2096B

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2084B

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178.

2061B

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1993B

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180.

1942B

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182.

630J

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630D

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184.

630C

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185.

1863C

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1864B

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188.

1850E

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189.

1838B

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190.

1827A

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191.

1832B

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1820B

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193.

1708B

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194.

1673B

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195.

1807G1

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196.

1807G2

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197.

1788B

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198.

1791G1

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199.

1791E

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200.

1780B

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201.

1783B

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202.

1731B

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203.

1760E

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204.

1739B

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205.

1712C

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206.

1702C

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207.

1703D

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208.

1700B

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[bronze_coder's solution](#)

209.

1676E

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[bronze_coder's solution](#)

210.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[bronze_coder's solution](#)

211.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,602 global accepts · Rating: 1100 · first AC: 2022-04-22 · Python 3 (first AC) · Tags: binary search, data structures, greedy, two pointers
[bronze_coder's solution](#)

212.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · Python 3 (first AC) · Tags: implementation
[bronze_coder's solution](#)

213.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-30 · Python 3 (first AC) · Tags: greedy, strings
[bronze_coder's solution](#)

214.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2021-12-28 · Python 3 (first AC) · Tags: implementation, math, number theory
[bronze_coder's solution](#)

215.

2202B

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

Quality: 11,139 global accepts · Rating: 1200 · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[bronze_coder's solution](#)

216.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy
[bronze_coder's solution](#)

217.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[bronze_coder's solution](#)

218.

2135A

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

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[bronze_coder's solution](#)

219.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2025-05-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings

[bronze_coder's solution](#)

220.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[bronze_coder's solution](#)

221.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy

[bronze_coder's solution](#)

222.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[bronze_coder's solution](#)

223.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math

[bronze_coder's solution](#)

224.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy

[bronze_coder's solution](#)

225.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[bronze_coder's solution](#)

226.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[bronze_coder's solution](#)

227.

1909B

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

Quality: 30,954 global accepts · Rating: 1200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[bronze_coder's solution](#)

228.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-10-01 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, implementation

[bronze_coder's solution](#)

229.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2023-09-04 · PyPy 3-64 (first AC) · Tags: games, math

[bronze_coder's solution](#)

230.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: math

[bronze_coder's solution](#)

231.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,389 global accepts · Rating: 1200 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[bronze_coder's solution](#)

232.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,663 global accepts · Rating: 1200 · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: math, sortings

[bronze_coder's solution](#)

233.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1200 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[bronze_coder's solution](#)

234.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: greedy, math

[bronze_coder's solution](#)

235.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,627 global accepts · Rating: 1200 · first AC: 2022-09-23 · PyPy 3-64 (first AC) · Tags: greedy, math

[bronze_coder's solution](#)

236.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-12 · Python 3 (first AC) · Tags: implementation

[bronze_coder's solution](#)

237.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation

[bronze_coder's solution](#)

238.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-22 · Python 3 (first AC) · Tags: data structures, math, strings

[bronze_coder's solution](#)

239.

2201A1

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

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures
[bronze_coder's solution](#)

240.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: bitmasks
[bronze_coder's solution](#)

241.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy
[bronze_coder's solution](#)

242.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[bronze_coder's solution](#)

243.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[bronze_coder's solution](#)

244.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[bronze_coder's solution](#)

245.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[bronze_coder's solution](#)

246.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math
[bronze_coder's solution](#)

247.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-28 · last AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math
[bronze_coder's solution](#)

248.

1881D

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

Quality: 28,427 global accepts · Rating: 1300 · first AC: 2023-10-12 · last AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math, number theory
[bronze_coder's solution](#)

249.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,106 global accepts · Rating: 1300 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

[bronze_coder's solution](#)

250.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[bronze_coder's solution](#)

251.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2023-09-04 · PyPy 3-64 (first AC) · Tags: math

[bronze_coder's solution](#)

252.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[bronze_coder's solution](#)

253.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[bronze_coder's solution](#)

254.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,584 global accepts · Rating: 1300 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[bronze_coder's solution](#)

255.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math

[bronze_coder's solution](#)

256.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[bronze_coder's solution](#)

257.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math

[bronze_coder's solution](#)

258.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,771 global accepts · Rating: 1300 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive

[bronze_coder's solution](#)

259.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[bronze_coder's solution](#)

260.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · PyPy 3-64 (first AC) · Tags: greedy, math

[bronze_coder's solution](#)

261.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[bronze_coder's solution](#)

262.

1754C1

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

Rating: 1300 · first AC: 2022-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[bronze_coder's solution](#)

263.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bronze_coder's solution](#)

264.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-07-12 · Python 3 (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[bronze_coder's solution](#)

265.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[bronze_coder's solution](#)

266.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-09 · Python 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[bronze_coder's solution](#)

267.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: combinatorics, math

[bronze_coder's solution](#)

268.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-08 · Python 3 (first AC) · Tags: brute force

[bronze_coder's solution](#)

269.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[bronze_coder's solution](#)

270.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[bronze_coder's solution](#)

271.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[bronze_coder's solution](#)

272.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[bronze_coder's solution](#)

273.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, interactive

[bronze_coder's solution](#)

274.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[bronze_coder's solution](#)

275.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[bronze_coder's solution](#)

276.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[bronze_coder's solution](#)

277.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[bronze_coder's solution](#)

278.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2023-09-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[bronze_coder's solution](#)

279.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[bronze_coder's solution](#)

280.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[bronze_coder's solution](#)

281.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[bronze_coder's solution](#)

282.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings

[bronze_coder's solution](#)

283.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[bronze_coder's solution](#)

284.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[bronze_coder's solution](#)

285.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[bronze_coder's solution](#)

286.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[bronze_coder's solution](#)

287.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[bronze_coder's solution](#)

288.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[bronze_coder's solution](#)

289.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,404 global accepts · Rating: 1400 · first AC: 2023-01-22 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings, two pointers

[bronze_coder's solution](#)

290.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1400 · first AC: 2022-12-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[bronze_coder's solution](#)

291.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,329 global accepts · Rating: 1400 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[bronze_coder's solution](#)

292.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bronze_coder's solution](#)

293.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: graphs, greedy

[bronze_coder's solution](#)

294.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[bronze_coder's solution](#)

295.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[bronze_coder's solution](#)

296.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[bronze_coder's solution](#)

297.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[bronze_coder's solution](#)

298.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[bronze_coder's solution](#)

299.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · Python 3 (first AC) · Tags: brute force, implementation

[bronze_coder's solution](#)

300.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · Python 3 (first AC) · Tags: binary search, greedy, implementation, two pointers

[bronze_coder's solution](#)

301.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[bronze_coder's solution](#)

302.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[bronze_coder's solution](#)

303.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bronze_coder's solution](#)

304.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[bronze_coder's solution](#)

305.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2024-01-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[bronze_coder's solution](#)

306.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,196 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings

[bronze_coder's solution](#)

307.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: math, number theory

[bronze_coder's solution](#)

308.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[bronze_coder's solution](#)

309.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[bronze_coder's solution](#)

310.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[bronze_coder's solution](#)

311.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, hashing, number theory

[bronze_coder's solution](#)

312.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[bronze_coder's solution](#)

313.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 1500 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation
[bronze_coder's solution](#)

314.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[bronze_coder's solution](#)

315.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-12-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[bronze_coder's solution](#)

316.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[bronze_coder's solution](#)

317.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[bronze_coder's solution](#)

318.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[bronze_coder's solution](#)

319.

1754C2

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

Rating: 1500 · first AC: 2022-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[bronze_coder's solution](#)

320.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math
[bronze_coder's solution](#)

321.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-07-04 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory
[bronze_coder's solution](#)

322.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[bronze_coder's solution](#)

323.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,302 global accepts · Rating: 1500 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: dp, greedy, math, sortings

[bronze_coder's solution](#)

324.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: binary search, greedy, implementation

[bronze_coder's solution](#)

325.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: constructive algorithms, data structures, math

[bronze_coder's solution](#)

326.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: constructive algorithms, math

[bronze_coder's solution](#)

327.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[bronze_coder's solution](#)

328.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: greedy, math

[bronze_coder's solution](#)

329.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · Python 3 (first AC) · Tags: brute force, geometry, implementation, math

[bronze_coder's solution](#)

330.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1500 · first AC: 2020-12-24 · last AC: 2020-12-24 · Python 3 (first AC) · Tags: brute force, greedy, sortings

[bronze_coder's solution](#)

331.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, math

[bronze_coder's solution](#)

332.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[bronze_coder's solution](#)

333.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[bronze_coder's solution](#)

334.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[bronze](#) [coder's solution](#)

335.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: 2-sat, combinatorics, dp
[bronze](#) [coder's solution](#)

336.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[bronze](#) [coder's solution](#)

337.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[bronze](#) [coder's solution](#)

338.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[bronze](#) [coder's solution](#)

339.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[bronze](#) [coder's solution](#)

340.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2023-05-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math
[bronze](#) [coder's solution](#)

341.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[bronze](#) [coder's solution](#)

342.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
[bronze](#) [coder's solution](#)

343.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[bronze](#) [coder's solution](#)

344.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-02 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, strings
[bronze_coder's solution](#)

345.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[bronze_coder's solution](#)

346.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-14 · PyPy 3-64 (first AC) · Tags: math, number theory
[bronze_coder's solution](#)

347.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
[bronze_coder's solution](#)

348.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[bronze_coder's solution](#)

349.

1754D

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

Rating: 1600 · first AC: 2022-11-10 · PyPy 3-64 (first AC) · Tags: math
[bronze_coder's solution](#)

350.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-09-15 · PyPy 3-64 (first AC) · Tags: *special, implementation, number theory
[bronze_coder's solution](#)

351.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: data structures, math, number theory
[bronze_coder's solution](#)

352.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-12 · Python 3 (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[bronze_coder's solution](#)

353.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · Python 3 (first AC) · Tags: dfs and similar, dsu, graphs
[bronze_coder's solution](#)

354.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[bronze_coder's solution](#)

355.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2022-04-09 · Python 3 (first AC) · Tags: dp, greedy, sortings

[bronze_coder's solution](#)

356.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2022-04-09 · Python 3 (first AC) · Tags: math

[bronze_coder's solution](#)

357.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-12-27 · Python 3 (first AC) · Tags: greedy, number theory

[bronze_coder's solution](#)

358.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 1700 · first AC: 2026-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[bronze_coder's solution](#)

359.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[bronze_coder's solution](#)

360.

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp

[bronze_coder's solution](#)

361.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bronze_coder's solution](#)

362.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[bronze_coder's solution](#)

363.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy

[bronze_coder's solution](#)

364.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[bronze_coder's solution](#)

365.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[bronze_coder's solution](#)

366.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: dp, implementation

[bronze_coder's solution](#)

367.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[bronze_coder's solution](#)

368.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bronze_coder's solution](#)

369.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[bronze_coder's solution](#)

370.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[bronze_coder's solution](#)

371.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[bronze_coder's solution](#)

372.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[bronze_coder's solution](#)

373.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-09 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[bronze_coder's solution](#)

374.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[bronze_coder's solution](#)

375.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer,

dp, math

[bronze_coder's solution](#)

376.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[bronze_coder's solution](#)

377.

630Q

[Pyramids · Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2023-09-04 · PyPy 3-64 (first AC) · Tags: geometry, math

[bronze_coder's solution](#)

378.

630I

[Parking Lot · Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[bronze_coder's solution](#)

379.

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[bronze_coder's solution](#)

380.

1850H

[The Third Letter · Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · last AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[bronze_coder's solution](#)

381.

1814B

[Long Legs · Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: brute force, math

[bronze_coder's solution](#)

382.

1798C

[Candy Store · Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[bronze_coder's solution](#)

383.

1629D

[Peculiar Movie Preferences · Tutorial](#)

Rating: 1700 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: greedy, strings

[bronze_coder's solution](#)

384.

1279D

[Santa's Bot · Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[bronze_coder's solution](#)

385.

1807F

[Bouncy Ball · Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation

[bronze_coder's solution](#)

386.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[bronze_coder's solution](#)

387.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[bronze_coder's solution](#)

388.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[bronze_coder's solution](#)

389.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[bronze_coder's solution](#)

390.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[bronze_coder's solution](#)

391.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · PyPy 3-64 (first AC) · Tags: games

[bronze_coder's solution](#)

392.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[bronze_coder's solution](#)

393.

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-07-09 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[bronze_coder's solution](#)

394.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math

[bronze_coder's solution](#)

395.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1700 · first AC: 2022-05-28 · PyPy 3 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[bronze_coder's solution](#)

396.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · Python 3 (first AC) · Tags: binary search, greedy, math
[bronze_coder's solution](#)

397.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-12-31 · Python 3 (first AC) · Tags: games, math
[bronze_coder's solution](#)

398.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-07-18 · Python 3 (first AC) · Tags: geometry, math
[bronze_coder's solution](#)

399.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers
[bronze_coder's solution](#)

400.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[bronze_coder's solution](#)

401.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[bronze_coder's solution](#)

402.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities
[bronze_coder's solution](#)

403.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory
[bronze_coder's solution](#)

404.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[bronze_coder's solution](#)

405.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, games
[bronze_coder's solution](#)

406.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy,

number theory

[bronze_coder's solution](#)

407.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, strings

[bronze_coder's solution](#)

408.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[bronze_coder's solution](#)

409.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2023-09-04 · PyPy 3-64 (first AC) · Tags: geometry, math

[bronze_coder's solution](#)

410.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[bronze_coder's solution](#)

411.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

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412.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities, trees

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413.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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414.

1780D

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Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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415.

1758D

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Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

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416.

1750D

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Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory
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417.

1734D

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Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, two pointers
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418.

730B

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419.

1721D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
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420.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
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421.

1225D

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422.

2211D

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Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
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423.

2190B2

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424.

2180C

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425.

472D

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426.

2066B

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Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp,

greedy, implementation

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427.

2053E

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428.

2040D

[Non Prime Tree](#) · [Tutorial](#)

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429.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[bronze_coder's solution](#)

430.

2013D

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Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[bronze_coder's solution](#)

431.

691E

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432.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[bronze_coder's solution](#)

433.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[bronze_coder's solution](#)

434.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[bronze_coder's solution](#)

435.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[bronze_coder's solution](#)

436.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[bronze_coder's solution](#)

437.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: math

[bronze_coder's solution](#)

438.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[bronze_coder's solution](#)

439.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[bronze_coder's solution](#)

440.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[bronze_coder's solution](#)

441.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[bronze_coder's solution](#)

442.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[bronze_coder's solution](#)

443.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · last AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[bronze_coder's solution](#)

444.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[bronze_coder's solution](#)

445.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, interactive

[bronze_coder's solution](#)

446.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: bitmasks, interactive, math

[bronze_coder's solution](#)

447.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-09-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[bronze_coder's solution](#)

448.

2215B

[RReepeettiittioonn](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math, number theory

[bronze_coder's solution](#)

449.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

[bronze_coder's solution](#)

450.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive

[bronze_coder's solution](#)

451.

2135C

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

Quality: 3,885 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

[bronze_coder's solution](#)

452.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[bronze_coder's solution](#)

453.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[bronze_coder's solution](#)

454.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[bronze_coder's solution](#)

455.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[bronze_coder's solution](#)

456.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities

[bronze_coder's solution](#)

457.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[bronze_coder's solution](#)

458.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[bronze_coder's solution](#)

459.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2023-09-04 · PyPy 3-64 (first AC) · Tags: geometry

[bronze_coder's solution](#)

460.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · PyPy 3-64 (first AC) · Tags: brute force, math

[bronze_coder's solution](#)

461.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · last AC: 2023-05-15 · PyPy 3-64 (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[bronze_coder's solution](#)

462.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[bronze_coder's solution](#)

463.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[bronze_coder's solution](#)

464.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bronze_coder's solution](#)

465.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-02-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[bronze_coder's solution](#)

466.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[bronze_coder's solution](#)

467.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[bronze_coder's solution](#)

468.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation
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469.

1770D

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[bronze_coder's solution](#)

470.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[bronze_coder's solution](#)

471.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-10 · PyPy 3-64 (first AC) · Tags: dp, probabilities
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472.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-09-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive
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473.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-31 · last AC: 2021-12-31 · Python 3 (first AC) · Tags: dp, greedy, math
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474.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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475.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-09 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
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476.

2183E

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Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-09 · PyPy 3-64 (first AC) · Tags: dp, math, number theory
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477.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[bronze_coder's solution](#)

478.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, number theory

[bronze_coder's solution](#)

479.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[bronze_coder's solution](#)

480.

2127E

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Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[bronze_coder's solution](#)

481.

2124E

[Make it Zero](#) · [Tutorial](#)

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

[bronze_coder's solution](#)

482.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[bronze_coder's solution](#)

483.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[bronze_coder's solution](#)

484.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[bronze_coder's solution](#)

485.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2024-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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486.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[bronze_coder's solution](#)

487.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · last AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[bronze_coder's solution](#)

488.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-23 · last AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[bronze_coder's solution](#)

489.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[bronze_coder's solution](#)

490.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2023-09-04 · PyPy 3-64 (first AC) · Tags: geometry, math

[bronze_coder's solution](#)

491.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[bronze_coder's solution](#)

492.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[bronze_coder's solution](#)

493.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[bronze_coder's solution](#)

494.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2023-05-29 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[bronze_coder's solution](#)

495.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2023-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[bronze_coder's solution](#)

496.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · last AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math

[bronze_coder's solution](#)

497.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[bronze_coder's solution](#)

498.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[bronze_coder's solution](#)

499.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, games, math

[bronze_coder's solution](#)

500.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[bronze_coder's solution](#)

501.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, number theory

[bronze_coder's solution](#)

502.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-07 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[bronze_coder's solution](#)

503.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[bronze_coder's solution](#)

504.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[bronze_coder's solution](#)

505.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-15 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[bronze_coder's solution](#)

506.

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[bronze_coder's solution](#)

507.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: combinatorics, math, trees
[bronze_coder's solution](#)

508.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[bronze_coder's solution](#)

509.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[bronze_coder's solution](#)

510.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[bronze_coder's solution](#)

511.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math
[bronze_coder's solution](#)

512.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[bronze_coder's solution](#)

513.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[bronze_coder's solution](#)

514.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math
[bronze_coder's solution](#)

515.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[bronze_coder's solution](#)

516.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: combinatorics, trees
[bronze_coder's solution](#)

517.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp
[bronze_coder's solution](#)

518.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[bronze_coder's solution](#)

519.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp
[bronze_coder's solution](#)

520.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[bronze_coder's solution](#)

521.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · last AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[bronze_coder's solution](#)

522.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[bronze_coder's solution](#)

523.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-10 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp
[bronze_coder's solution](#)

524.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[bronze_coder's solution](#)

525.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[bronze_coder's solution](#)

526.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: combinatorics, graph matchings, math
[bronze_coder's solution](#)

527.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[bronze_coder's solution](#)

528.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[bronze_coder's solution](#)

529.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[bronze_coder's solution](#)

530.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[bronze_coder's solution](#)

531.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-01-10 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[bronze_coder's solution](#)

532.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[bronze_coder's solution](#)

533.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[bronze_coder's solution](#)

534.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[bronze_coder's solution](#)

535.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[bronze_coder's solution](#)

536.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[bronze_coder's solution](#)

537.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: combinatorics, games
[bronze_coder's solution](#)

538.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: games
[bronze_coder's solution](#)

539.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings
[bronze_coder's solution](#)

540.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, math, probabilities
[bronze_coder's solution](#)

541.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2023-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[bronze_coder's solution](#)

542.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[bronze_coder's solution](#)

543.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: data structures, dp, matrices
[bronze_coder's solution](#)

544.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[bronze_coder's solution](#)

545.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[bronze_coder's solution](#)

546.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-02-11 · last AC: 2023-02-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[bronze_coder's solution](#)

547.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[bronze_coder's solution](#)

548.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[bronze_coder's solution](#)

549.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2025-12-18 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[bronze_coder's solution](#)

550.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[bronze_coder's solution](#)

551.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[bronze_coder's solution](#)

552.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[bronze_coder's solution](#)

553.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[bronze_coder's solution](#)

554.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[bronze_coder's solution](#)

555.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[bronze_coder's solution](#)

556.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[bronze_coder's solution](#)

557.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · last AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[bronze_coder's solution](#)

558.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[bronze_coder's solution](#)

559.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math, trees

[bronze_coder's solution](#)

560.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[bronze_coder's solution](#)

561.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-29 · last AC: 2023-05-29 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[bronze_coder's solution](#)

562.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · last AC: 2023-05-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[bronze_coder's solution](#)

563.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[bronze_coder's solution](#)

564.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-25 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math

[bronze_coder's solution](#)

565.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, games, math

[bronze_coder's solution](#)

566.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, math

[bronze_coder's solution](#)

567.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: data structures

[bronze_coder's solution](#)

568.

2201D

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

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[bronze_coder's solution](#)

569.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[bronze_coder's solution](#)

570.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[bronze_coder's solution](#)

571.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2025-12-17 · last AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[bronze_coder's solution](#)

572.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[bronze_coder's solution](#)

573.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[bronze_coder's solution](#)

574.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · PyPy 3-64 (first AC) · Tags: greedy

[bronze_coder's solution](#)

575.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[bronze_coder's solution](#)

576.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[bronze_coder's solution](#)

577.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-10-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[bronze_coder's solution](#)

578.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[bronze_coder's solution](#)

579.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[bronze_coder's solution](#)

580.

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-10 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[bronze_coder's solution](#)

581.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2023-04-03 · last AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings
[bronze_coder's solution](#)

582.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[bronze_coder's solution](#)

583.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: dp, math, number theory
[bronze_coder's solution](#)

584.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[bronze_coder's solution](#)

585.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · last AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, dsu, math
[bronze_coder's solution](#)

586.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[bronze_coder's solution](#)

587.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory
[bronze_coder's solution](#)

588.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: dp, games

[bronze_coder's solution](#)

589.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[bronze_coder's solution](#)

590.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, interactive, math

[bronze_coder's solution](#)

591.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bronze_coder's solution](#)

592.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · last AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[bronze_coder's solution](#)

593.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[bronze_coder's solution](#)

594.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[bronze_coder's solution](#)

595.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-24 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[bronze_coder's solution](#)

596.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[bronze_coder's solution](#)

597.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[bronze_coder's solution](#)

598.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[bronze](#) [coder's solution](#)

599.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[bronze](#) [coder's solution](#)

600.

1916H2

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

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2024-01-03 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[bronze](#) [coder's solution](#)

601.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[bronze](#) [coder's solution](#)

602.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · last AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, hashing, math
[bronze](#) [coder's solution](#)

603.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs
[bronze](#) [coder's solution](#)

604.

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy
[bronze](#) [coder's solution](#)

605.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings
[bronze](#) [coder's solution](#)

606.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory
[bronze](#) [coder's solution](#)

607.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[bronze](#) [coder's solution](#)

608.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory
[bronze_coder's solution](#)

609.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[bronze_coder's solution](#)

610.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[bronze_coder's solution](#)

611.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · last AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math
[bronze_coder's solution](#)

612.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing
[bronze_coder's solution](#)

613.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[bronze_coder's solution](#)

614.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[bronze_coder's solution](#)

615.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-04-02 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[bronze_coder's solution](#)

616.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
[bronze_coder's solution](#)

617.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[bronze_coder's solution](#)

618.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-04 · last AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[bronze_coder's solution](#)

619.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2023-02-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[bronze_coder's solution](#)

620.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[bronze_coder's solution](#)

621.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[bronze_coder's solution](#)

622.

2138E1

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

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · last AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[bronze_coder's solution](#)

623.

2138E2

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

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-08 · last AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[bronze_coder's solution](#)

624.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive

[bronze_coder's solution](#)

625.

2147I1

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

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[bronze_coder's solution](#)

626.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-31 · last AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[bronze_coder's solution](#)

627.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: binary search, interactive, number theory

[bronze_coder's solution](#)

628.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-29 · last AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: games
[bronze_coder's solution](#)

629.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, dsu, math
[bronze_coder's solution](#)

630.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, implementation, math
[bronze_coder's solution](#)

631.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: games
[bronze_coder's solution](#)

632.

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry
[bronze_coder's solution](#)

633.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory
[bronze_coder's solution](#)

634.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-04-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, math
[bronze_coder's solution](#)

635.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[bronze_coder's solution](#)

636.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings
[bronze_coder's solution](#)

637.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,759 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: dp, math
[bronze_coder's solution](#)

638.

2222B

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

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[bronze_coder's solution](#)

639.

2222A

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

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[bronze coder's solution](#)

640.

2219D

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

Quality: 428 global accepts · Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, trees

[bronze coder's solution](#)

641.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: — · first AC: 2026-04-22 · PyPy 3-64 (first AC) · Tags: greedy

[bronze coder's solution](#)

642.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,091 global accepts · Rating: — · first AC: 2026-04-22 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[bronze coder's solution](#)

643.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-22 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[bronze coder's solution](#)

644.

2219C

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

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[bronze coder's solution](#)

645.

2219B2

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

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[bronze coder's solution](#)

646.

2219B1

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

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[bronze coder's solution](#)

647.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,978 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[bronze coder's solution](#)

648.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special

[bronze coder's solution](#)

649.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special

[bronze_coder's solution](#)

650.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · last AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special

[bronze_coder's solution](#)

651.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, communication

[bronze_coder's solution](#)

652.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[bronze_coder's solution](#)

653.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[bronze_coder's solution](#)

654.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[bronze_coder's solution](#)

655.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[bronze_coder's solution](#)

656.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[bronze_coder's solution](#)

657.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[bronze_coder's solution](#)

658.

106258D

[The Hard One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: —

[bronze_coder's solution](#)

659.

106258C

[The Unnecessary One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: —

[bronze_coder's solution](#)

660.

106258B

[The Vanilla One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: —

[bronze_coder's solution](#)

661.

106258A

[The Easy One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: —

[bronze_coder's solution](#)

662.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[bronze_coder's solution](#)

663.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[bronze_coder's solution](#)

664.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,304 global accepts · Rating: — · first AC: 2025-11-03 · Python 3 (first AC) · Tags: bitmasks, communication, interactive, math

[bronze_coder's solution](#)

665.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: — · first AC: 2025-11-03 · Python 3 (first AC) · Tags: communication, constructive algorithms, interactive

[bronze_coder's solution](#)

666.

102135G

[Digital characteristic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bronze_coder's solution](#)

667.

105837E

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

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bronze_coder's solution](#)

668.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[bronze_coder's solution](#)

669.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[bronze_coder's solution](#)

670.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[bronze_coder's solution](#)

671.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[bronze_coder's solution](#)

672.

104380H

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

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[bronze_coder's solution](#)

673.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · PyPy 3-64 (first AC) · Tags: —

[bronze_coder's solution](#)

674.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2024-06-27 · last AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings

[bronze_coder's solution](#)

675.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: *special, implementation

[bronze_coder's solution](#)

676.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[bronze_coder's solution](#)

677.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks, geometry

[bronze_coder's solution](#)

678.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, games, math

[bronze_coder's solution](#)

679.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, strings

[bronze_coder's solution](#)

680.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules

[bronze_coder's solution](#)

681.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force

[bronze_coder's solution](#)

682.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, dfs and similar, math

[bronze_coder's solution](#)

683.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[bronze_coder's solution](#)

684.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[bronze_coder's solution](#)

685.

104936A

[MITIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: —

[bronze_coder's solution](#)

686.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-17 · last AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

[bronze_coder's solution](#)

687.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2022-07-04 · Python 3 (first AC) · Tags: *special, math, number theory

[bronze_coder's solution](#)

688.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2022-07-04 · Python 3 (first AC) · Tags: *special

[bronze_coder's solution](#)

689.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · Python 3 (first AC) · Tags: *special

[bronze_coder's solution](#)

690.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bronze_coder's solution](#)