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Unique solved — by chance

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

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

Filters: none

Count: 384

1.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[by chance's solution](#)

2.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[by chance's solution](#)

3.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[by chance's solution](#)

4.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[by chance's solution](#)

5.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[by chance's solution](#)

6.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[by chance's solution](#)

7.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[by chance's solution](#)

8.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[by chance's solution](#)

9.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[by chance's solution](#)

10.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[by_chance's solution](#)

11.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[by_chance's solution](#)

12.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[by_chance's solution](#)

13.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[by_chance's solution](#)

14.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[by_chance's solution](#)

15.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games
[by_chance's solution](#)

16.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[by_chance's solution](#)

17.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[by_chance's solution](#)

18.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[by_chance's solution](#)

19.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[by_chance's solution](#)

20.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[by_chance's solution](#)

21.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[by_chance's solution](#)

22.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[by_chance's solution](#)

23.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[by_chance's solution](#)

24.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[by_chance's solution](#)

25.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[by_chance's solution](#)

26.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[by_chance's solution](#)

27.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[by_chance's solution](#)

28.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[by_chance's solution](#)

29.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[by_chance's solution](#)

30.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[by_chance's solution](#)

31.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[by_chance's solution](#)

- 32.**
1582B
[Luntik and Subsequences](#) · [Tutorial](#)
Quality: 33,376 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[by_chance's solution](#)
- 33.**
2005B1
[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)
Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[by_chance's solution](#)
- 34.**
2002B
[Removals Game](#) · [Tutorial](#)
Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[by_chance's solution](#)
- 35.**
1876A
[Helmets in Night Light](#) · [Tutorial](#)
Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[by_chance's solution](#)
- 36.**
1770B
[Koxia and Permutation](#) · [Tutorial](#)
Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[by_chance's solution](#)
- 37.**
1770A
[Koxia and Whiteboards](#) · [Tutorial](#)
Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[by_chance's solution](#)
- 38.**
1704B
[Luke is a Foodie](#) · [Tutorial](#)
Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[by_chance's solution](#)
- 39.**
1695B
[Circle Game](#) · [Tutorial](#)
Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[by_chance's solution](#)
- 40.**
1632B
[Roof Construction](#) · [Tutorial](#)
Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[by_chance's solution](#)
- 41.**
1864B
[Swap and Reverse](#) · [Tutorial](#)
Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[by_chance's solution](#)
- 42.**
1706B
[Making Towers](#) · [Tutorial](#)
Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[by_chance's solution](#)

43.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[by chance's solution](#)

44.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[by chance's solution](#)

45.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[by chance's solution](#)

46.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,337 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[by chance's solution](#)

47.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[by chance's solution](#)

48.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[by chance's solution](#)

49.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[by chance's solution](#)

50.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[by chance's solution](#)

51.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[by chance's solution](#)

52.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[by chance's solution](#)

53.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[by chance's solution](#)

54.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[by chance's solution](#)

55.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: games
[by chance's solution](#)

56.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[by chance's solution](#)

57.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[by chance's solution](#)

58.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[by chance's solution](#)

59.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[by chance's solution](#)

60.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[by chance's solution](#)

61.

1602C

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

Rating: 1300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[by chance's solution](#)

62.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[by chance's solution](#)

63.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[by_chance's solution](#)

64.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[by_chance's solution](#)

65.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[by_chance's solution](#)

66.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[by_chance's solution](#)

67.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[by_chance's solution](#)

68.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings
[by_chance's solution](#)

69.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[by_chance's solution](#)

70.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[by_chance's solution](#)

71.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[by_chance's solution](#)

72.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[by_chance's solution](#)

73.

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[by chance's solution](#)

74.

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[by chance's solution](#)

75.

1706C

[Qpwoeirut And The City · Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[by chance's solution](#)

76.

414B

[Mashmokh and ACM · Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[by chance's solution](#)

77.

359B

[Permutation · Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[by chance's solution](#)

78.

538B

[Quasi Binary · Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[by chance's solution](#)

79.

1924A

[Did We Get Everything Covered? · Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[by chance's solution](#)

80.

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[by chance's solution](#)

81.

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[by chance's solution](#)

82.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[by chance's solution](#)

83.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[by chance's solution](#)

84.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[by chance's solution](#)

85.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[by chance's solution](#)

86.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[by chance's solution](#)

87.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers
[by chance's solution](#)

88.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[by chance's solution](#)

89.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[by chance's solution](#)

90.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[by chance's solution](#)

91.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
[by chance's solution](#)

92.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[by chance's solution](#)

93.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[by chance's solution](#)

94.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[by chance's solution](#)

95.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[by chance's solution](#)

96.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[by chance's solution](#)

97.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[by chance's solution](#)

98.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[by chance's solution](#)

99.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[by chance's solution](#)

100.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[by chance's solution](#)

101.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[by chance's solution](#)

102.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[by chance's solution](#)

103.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[by chance's solution](#)

104.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[by chance's solution](#)

105.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[by chance's solution](#)

106.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[by chance's solution](#)

107.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[by chance's solution](#)

108.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[by chance's solution](#)

109.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[by chance's solution](#)

110.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[by chance's solution](#)

111.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[by chance's solution](#)

112.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[by chance's solution](#)

113.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[by_chance's solution](#)

114.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[by_chance's solution](#)

115.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[by_chance's solution](#)

116.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[by_chance's solution](#)

117.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[by_chance's solution](#)

118.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[by_chance's solution](#)

119.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[by_chance's solution](#)

120.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[by_chance's solution](#)

121.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[by_chance's solution](#)

122.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[by_chance's solution](#)

123.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[by chance's solution](#)

124.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[by chance's solution](#)

125.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · last AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[by chance's solution](#)

126.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[by chance's solution](#)

127.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[by chance's solution](#)

128.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[by chance's solution](#)

129.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[by chance's solution](#)

130.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[by chance's solution](#)

131.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[by chance's solution](#)

132.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[by chance's solution](#)

133.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings
[by chance's solution](#)

134.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[by chance's solution](#)

135.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[by chance's solution](#)

136.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[by chance's solution](#)

137.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy
[by chance's solution](#)

138.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[by chance's solution](#)

139.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[by chance's solution](#)

140.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[by chance's solution](#)

141.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[by chance's solution](#)

142.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[by chance's solution](#)

143.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[by chance's solution](#)

144.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[by chance's solution](#)

145.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[by chance's solution](#)

146.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[by chance's solution](#)

147.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[by chance's solution](#)

148.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[by chance's solution](#)

149.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, sortings

[by chance's solution](#)

150.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[by chance's solution](#)

151.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[by chance's solution](#)

152.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[by_chance's solution](#)

153.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[by_chance's solution](#)

154.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[by_chance's solution](#)

155.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[by_chance's solution](#)

156.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[by_chance's solution](#)

157.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[by_chance's solution](#)

158.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[by_chance's solution](#)

159.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[by_chance's solution](#)

160.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[by_chance's solution](#)

161.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[by_chance's solution](#)

162.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[by_chance's solution](#)

163.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[by_chance's solution](#)

164.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[by_chance's solution](#)

165.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[by_chance's solution](#)

166.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[by_chance's solution](#)

167.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[by_chance's solution](#)

168.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[by_chance's solution](#)

169.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[by_chance's solution](#)

170.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[by_chance's solution](#)

171.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[by_chance's solution](#)

172.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[by_chance's solution](#)

173.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[by_chance's solution](#)

174.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[by_chance's solution](#)

175.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[by_chance's solution](#)

176.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[by_chance's solution](#)

177.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[by_chance's solution](#)

178.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[by_chance's solution](#)

179.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[by_chance's solution](#)

180.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[by_chance's solution](#)

181.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[by_chance's solution](#)

182.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[by_chance's solution](#)

183.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[by_chance's solution](#)

184.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[by_chance's solution](#)

185.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[by_chance's solution](#)

186.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-04-21 · last AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[by_chance's solution](#)

187.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[by_chance's solution](#)

188.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[by_chance's solution](#)

189.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[by_chance's solution](#)

190.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[by_chance's solution](#)

191.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[by_chance's solution](#)

192.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[by_chance's solution](#)

193.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[by_chance's solution](#)

194.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[by_chance's solution](#)

195.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[by_chance's solution](#)

196.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, matrices

[by_chance's solution](#)

197.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[by_chance's solution](#)

198.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[by_chance's solution](#)

199.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[by_chance's solution](#)

200.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[by_chance's solution](#)

201.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[by_chance's solution](#)

202.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[by_chance's solution](#)

203.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[by_chance's solution](#)

204.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[by_chance's solution](#)

205.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[by_chance's solution](#)

206.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[by_chance's solution](#)

207.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[by_chance's solution](#)

208.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[by_chance's solution](#)

209.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-05-13 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[by_chance's solution](#)

210.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[by_chance's solution](#)

211.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[by_chance's solution](#)

212.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[by chance's solution](#)

213.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[by chance's solution](#)

214.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[by chance's solution](#)

215.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[by chance's solution](#)

216.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-07-18 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[by chance's solution](#)

217.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[by chance's solution](#)

218.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[by chance's solution](#)

219.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[by chance's solution](#)

220.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[by chance's solution](#)

221.

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[by chance's solution](#)

222.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[by chance's solution](#)

223.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[by chance's solution](#)

224.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[by chance's solution](#)

225.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[by chance's solution](#)

226.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[by chance's solution](#)

227.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[by chance's solution](#)

228.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[by chance's solution](#)

229.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[by chance's solution](#)

230.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[by chance's solution](#)

231.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[by chance's solution](#)

232.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[by_chance's solution](#)

233.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[by_chance's solution](#)

234.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[by_chance's solution](#)

235.

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[by_chance's solution](#)

236.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[by_chance's solution](#)

237.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[by_chance's solution](#)

238.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[by_chance's solution](#)

239.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[by_chance's solution](#)

240.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[by_chance's solution](#)

241.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[by_chance's solution](#)

242.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[by chance's solution](#)

243.

849E

[Goodbye Souvenir](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[by chance's solution](#)

244.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[by chance's solution](#)

245.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[by chance's solution](#)

246.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[by chance's solution](#)

247.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
[by chance's solution](#)

248.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[by chance's solution](#)

249.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[by chance's solution](#)

250.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation
[by chance's solution](#)

251.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[by chance's solution](#)

252.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[by_chance's solution](#)

253.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2023-09-08 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[by_chance's solution](#)

254.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[by_chance's solution](#)

255.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-09-12 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[by_chance's solution](#)

256.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[by_chance's solution](#)

257.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[by_chance's solution](#)

258.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[by_chance's solution](#)

259.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[by_chance's solution](#)

260.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[by_chance's solution](#)

261.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[by_chance's solution](#)

262.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[by chance's solution](#)

263.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[by chance's solution](#)

264.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[by chance's solution](#)

265.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[by chance's solution](#)

266.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[by chance's solution](#)

267.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[by chance's solution](#)

268.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation
[by chance's solution](#)

269.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[by chance's solution](#)

270.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-09-12 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[by chance's solution](#)

271.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[by chance's solution](#)

272.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[by chance's solution](#)

273.

1291F

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

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[by chance's solution](#)

274.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[by chance's solution](#)

275.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, probabilities

[by chance's solution](#)

276.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[by chance's solution](#)

277.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[by chance's solution](#)

278.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[by chance's solution](#)

279.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-05-07 · last AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[by chance's solution](#)

280.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-02 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[by chance's solution](#)

281.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[by chance's solution](#)

282.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[by chance's solution](#)

283.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[by chance's solution](#)

284.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities
[by chance's solution](#)

285.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-04-30 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[by chance's solution](#)

286.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[by chance's solution](#)

287.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities
[by chance's solution](#)

288.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[by chance's solution](#)

289.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-09-09 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[by chance's solution](#)

290.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory
[by chance's solution](#)

291.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[by chance's solution](#)

292.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: flows

[by_chance's solution](#)

293.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[by_chance's solution](#)

294.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, trees

[by_chance's solution](#)

295.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[by_chance's solution](#)

296.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[by_chance's solution](#)

297.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[by_chance's solution](#)

298.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[by_chance's solution](#)

299.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2023-09-13 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[by_chance's solution](#)

300.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[by_chance's solution](#)

301.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[by_chance's solution](#)

302.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[by chance's solution](#)

303.

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[by chance's solution](#)

304.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[by chance's solution](#)

305.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[by chance's solution](#)

306.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[by chance's solution](#)

307.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[by chance's solution](#)

308.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[by chance's solution](#)

309.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[by chance's solution](#)

310.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[by chance's solution](#)

311.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[by chance's solution](#)

312.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[by chance's solution](#)

313.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[by chance's solution](#)

314.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[by chance's solution](#)

315.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, trees
[by chance's solution](#)

316.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[by chance's solution](#)

317.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[by chance's solution](#)

318.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[by chance's solution](#)

319.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[by chance's solution](#)

320.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities
[by chance's solution](#)

321.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-05-21 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[by chance's solution](#)

322.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-02 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[by chance's solution](#)

323.

1967E1

[Again Counting Arrays \(Easy Version\) · Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[by_chance's solution](#)

324.

666E

[Forensic Examination · Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[by_chance's solution](#)

325.

1951G

[Clacking Balls · Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[by_chance's solution](#)

326.

1882E2

[Two Permutations \(Hard Version\) · Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[by_chance's solution](#)

327.

1225G

[To Make 1 · Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-10-10 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[by_chance's solution](#)

328.

438E

[The Child and Binary Tree · Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[by_chance's solution](#)

329.

1458D

[Flip and Reverse · Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[by_chance's solution](#)

330.

516E

[Drazil and His Happy Friends · Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[by_chance's solution](#)

331.

1240F

[Football · Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[by_chance's solution](#)

332.

331E2

[Deja Vu · Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-09-09 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[by_chance's solution](#)

333.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[by chance's solution](#)

334.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[by chance's solution](#)

335.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[by chance's solution](#)

336.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[by chance's solution](#)

337.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[by chance's solution](#)

338.

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[by chance's solution](#)

339.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[by chance's solution](#)

340.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[by chance's solution](#)

341.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[by chance's solution](#)

342.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[by chance's solution](#)

343.

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[by_chance's solution](#)

344.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[by_chance's solution](#)

345.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[by_chance's solution](#)

346.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: flows

[by_chance's solution](#)

347.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[by_chance's solution](#)

348.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[by_chance's solution](#)

349.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[by_chance's solution](#)

350.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[by_chance's solution](#)

351.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-09-13 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[by_chance's solution](#)

352.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[by_chance's solution](#)

353.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[by_chance's solution](#)

354.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[by_chance's solution](#)

355.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[by_chance's solution](#)

356.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-05-08 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[by_chance's solution](#)

357.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[by_chance's solution](#)

358.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-05-02 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows

[by_chance's solution](#)

359.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[by_chance's solution](#)

360.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math

[by_chance's solution](#)

361.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[by_chance's solution](#)

362.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[by_chance's solution](#)

363.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-09-13 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

greedy

[by_chance's solution](#)

364.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[by_chance's solution](#)

365.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-05-24 · last AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, math

[by_chance's solution](#)

366.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, interactive

[by_chance's solution](#)

367.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[by_chance's solution](#)

368.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[by_chance's solution](#)

369.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[by_chance's solution](#)

370.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[by_chance's solution](#)

371.

1548E

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

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-09-13 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[by_chance's solution](#)

372.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[by_chance's solution](#)

373.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[by_chance's solution](#)

374.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[by_chance's solution](#)

375.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-01 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[by_chance's solution](#)

376.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[by_chance's solution](#)

377.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[by_chance's solution](#)

378.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[by_chance's solution](#)

379.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[by_chance's solution](#)

380.

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: *special

[by_chance's solution](#)

381.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-06 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[by_chance's solution](#)

382.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[by_chance's solution](#)

383.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[by_chance's solution](#)

384.

1812A

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Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, strings
[by_chance's solution](#)