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Unique solved — complexor

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

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

Filters: none

Count: 673

1.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[complexor's solution](#)

2.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[complexor's solution](#)

3.

1942A

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

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

4.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[complexor's solution](#)

5.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[complexor's solution](#)

6.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[complexor's solution](#)

7.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[complexor's solution](#)

8.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[complexor's solution](#)

9.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[complexor's solution](#)

10.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[complexor's solution](#)

11.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[complexor's solution](#)

12.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[complexor's solution](#)

13.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,627 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[complexor's solution](#)

14.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[complexor's solution](#)

15.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[complexor's solution](#)

16.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[complexor's solution](#)

17.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[complexor's solution](#)

18.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[complexor's solution](#)

19.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[complexor's solution](#)

20.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,315 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[complexor's solution](#)

- 21.**
1015A
[Points in Segments · Tutorial](#)
Quality: 22,434 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[complexor's solution](#)
- 22.**
1774A
[Add Plus Minus Sign · Tutorial](#)
Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[complexor's solution](#)
- 23.**
1750B
[Maximum Substring · Tutorial](#)
Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[complexor's solution](#)
- 24.**
1750A
[Indirect Sort · Tutorial](#)
Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[complexor's solution](#)
- 25.**
1605A
[A.M. Deviation · Tutorial](#)
Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[complexor's solution](#)
- 26.**
1208A
[XORinacci · Tutorial](#)
Quality: 18,021 global accepts · Rating: 900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[complexor's solution](#)
- 27.**
1951A
[Dual Trigger · Tutorial](#)
Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[complexor's solution](#)
- 28.**
1945B
[Fireworks · Tutorial](#)
Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[complexor's solution](#)
- 29.**
1896B
[AB Flipping · Tutorial](#)
Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[complexor's solution](#)
- 30.**
1883B
[Chemistry · Tutorial](#)
Quality: 59,682 global accepts · Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[complexor's solution](#)
- 31.**
1606A
[AB Balance · Tutorial](#)
Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings
[complexor's solution](#)

- 32.**
1704B
[Luke is a Foodie](#) · [Tutorial](#)
Quality: 29,917 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[complexor's solution](#)
- 33.**
1861B
[Two Binary Strings](#) · [Tutorial](#)
Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[complexor's solution](#)
- 34.**
1883C
[Raspberries](#) · [Tutorial](#)
Quality: 50,169 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[complexor's solution](#)
- 35.**
1877B
[Helmets in Night Light](#) · [Tutorial](#)
Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[complexor's solution](#)
- 36.**
1605B
[Reverse Sort](#) · [Tutorial](#)
Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[complexor's solution](#)
- 37.**
1942B
[Bessie and MEX](#) · [Tutorial](#)
Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[complexor's solution](#)
- 38.**
1685A
[Circular Local MiniMax](#) · [Tutorial](#)
Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[complexor's solution](#)
- 39.**
1836B
[Astrophysicists](#) · [Tutorial](#)
Quality: 13,592 global accepts · Rating: 1100 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[complexor's solution](#)
- 40.**
1891B
[Deja Vu](#) · [Tutorial](#)
Quality: 29,015 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[complexor's solution](#)
- 41.**
1917B
[Erase First or Second Letter](#) · [Tutorial](#)
Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[complexor's solution](#)
- 42.**
1902B
[Getting Points](#) · [Tutorial](#)
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[complexor's solution](#)

43.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[complexor's solution](#)

44.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[complexor's solution](#)

45.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[complexor's solution](#)

46.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[complexor's solution](#)

47.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[complexor's solution](#)

48.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[complexor's solution](#)

49.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[complexor's solution](#)

50.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[complexor's solution](#)

51.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[complexor's solution](#)

52.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[complexor's solution](#)

53.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[complexor's solution](#)

54.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[complexor's solution](#)

55.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[complexor's solution](#)

56.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[complexor's solution](#)

57.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[complexor's solution](#)

58.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[complexor's solution](#)

59.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[complexor's solution](#)

60.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[complexor's solution](#)

61.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, strings

[complexor's solution](#)

62.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[complexor's solution](#)

63.

1942C1

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

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

64.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[complexor's solution](#)

65.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[complexor's solution](#)

66.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[complexor's solution](#)

67.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[complexor's solution](#)

68.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[complexor's solution](#)

69.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[complexor's solution](#)

70.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[complexor's solution](#)

71.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[complexor's solution](#)

72.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[complexor's solution](#)

73.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[complexor's solution](#)

74.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[complexor's solution](#)

75.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[complexor's solution](#)

76.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[complexor's solution](#)

77.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[complexor's solution](#)

78.

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[complexor's solution](#)

79.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[complexor's solution](#)

80.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[complexor's solution](#)

81.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[complexor's solution](#)

82.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[complexor's solution](#)

83.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2021-07-15 · last AC: 2021-07-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[complexor's solution](#)

84.

1439A1

[Binary Table \(Easy Version\) · Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[complexor's solution](#)

85.

1208B

[Uniqueness · Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, two pointers

[complexor's solution](#)

86.

1891C

[Smilo and Monsters · Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[complexor's solution](#)

87.

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[complexor's solution](#)

88.

1883D

[In Love · Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[complexor's solution](#)

89.

1877D

[Effects of Anti Pimples · Tutorial](#)

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

[complexor's solution](#)

90.

1774B

[Coloring · Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[complexor's solution](#)

91.

425A

[Sereja and Swaps · Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: brute force, sortings

[complexor's solution](#)

92.

545C

[Woodcutters · Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp, greedy

[complexor's solution](#)

93.

2046B

[Move Back at a Cost · Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[complexor's solution](#)

94.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[complexor's solution](#)

95.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[complexor's solution](#)

96.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[complexor's solution](#)

97.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[complexor's solution](#)

98.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[complexor's solution](#)

99.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[complexor's solution](#)

100.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[complexor's solution](#)

101.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[complexor's solution](#)

102.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: probabilities
[complexor's solution](#)

103.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[complexor's solution](#)

104.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[complexor's solution](#)

105.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[complexor's solution](#)

106.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[complexor's solution](#)

107.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[complexor's solution](#)

108.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[complexor's solution](#)

109.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[complexor's solution](#)

110.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[complexor's solution](#)

111.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[complexor's solution](#)

112.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy
[complexor's solution](#)

113.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[complexor's solution](#)

114.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[complexor's solution](#)

115.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[complexor's solution](#)

116.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[complexor's solution](#)

117.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[complexor's solution](#)

118.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[complexor's solution](#)

119.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[complexor's solution](#)

120.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[complexor's solution](#)

121.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[complexor's solution](#)

122.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[complexor's solution](#)

123.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[complexor's solution](#)

124.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[complexor's solution](#)

125.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[complexor's solution](#)

126.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[complexor's solution](#)

127.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[complexor's solution](#)

128.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[complexor's solution](#)

129.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,217 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[complexor's solution](#)

130.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[complexor's solution](#)

131.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[complexor's solution](#)

132.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[complexor's solution](#)

133.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[complexor's solution](#)

134.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[complexor's solution](#)

135.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[complexor's solution](#)

136.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[complexor's solution](#)

137.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[complexor's solution](#)

138.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[complexor's solution](#)

139.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[complexor's solution](#)

140.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[complexor's solution](#)

141.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[complexor's solution](#)

142.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[complexor's solution](#)

143.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[complexor's solution](#)

144.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[complexor's solution](#)

145.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[complexor's solution](#)

146.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[complexor's solution](#)

147.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[complexor's solution](#)

148.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[complexor's solution](#)

149.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[complexor's solution](#)

150.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[complexor's solution](#)

151.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[complexor's solution](#)

152.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[complexor's solution](#)

153.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[complexor's solution](#)

154.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[complexor's solution](#)

155.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[complexor's solution](#)

156.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[complexor's solution](#)

157.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[complexor's solution](#)

158.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[complexor's solution](#)

159.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[complexor's solution](#)

160.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[complexor's solution](#)

161.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[complexor's solution](#)

162.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[complexor's solution](#)

163.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[complexor's solution](#)

164.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
[complexor's solution](#)

165.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-04-24 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[complexor's solution](#)

166.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[complexor's solution](#)

167.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[complexor's solution](#)

168.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[complexor's solution](#)

169.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
[complexor's solution](#)

170.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[complexor's solution](#)

171.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[complexor's solution](#)

172.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[complexor's solution](#)

173.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2022-01-28 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[complexor's solution](#)

174.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
[complexor's solution](#)

175.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[complexor's solution](#)

176.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[complexor's solution](#)

177.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[complexor's solution](#)

178.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[complexor's solution](#)

179.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp
[complexor's solution](#)

180.

296B

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

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[complexor's solution](#)

181.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[complexor's solution](#)

182.

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[complexor's solution](#)

183.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[complexor's solution](#)

184.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[complexor's solution](#)

185.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2022-04-23 · last AC: 2024-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[complexor's solution](#)

186.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[complexor's solution](#)

187.

1942D

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

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

[complexor's solution](#)

188.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[complexor's solution](#)

189.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, ternary search

[complexor's solution](#)

190.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[complexor's solution](#)

191.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[complexor's solution](#)

192.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[complexor's solution](#)

193.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[complexor's solution](#)

194.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[complexor's solution](#)

195.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[complexor's solution](#)

196.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[complexor's solution](#)

197.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-01-27 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[complexor's solution](#)

198.

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[complexor's solution](#)

199.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[complexor's solution](#)

200.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[complexor's solution](#)

201.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[complexor's solution](#)

202.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[complexor's solution](#)

203.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[complexor's solution](#)

204.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[complexor's solution](#)

205.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[complexor's solution](#)

206.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[complexor's solution](#)

207.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[complexor's solution](#)

208.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[complexor's solution](#)

209.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[complexor's solution](#)

210.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[complexor's solution](#)

211.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees

[complexor's solution](#)

212.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-02-13 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[complexor's solution](#)

213.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[complexor's solution](#)

214.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[complexor's solution](#)

215.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2022-10-18 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[complexor's solution](#)

216.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[complexor's solution](#)

217.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[complexor's solution](#)

218.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[complexor's solution](#)

219.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[complexor's solution](#)

220.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[complexor's solution](#)

221.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[complexor's solution](#)

222.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-03-22 · last AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[complexor's solution](#)

223.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-01-19 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[complexor's solution](#)

224.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings
[complexor's solution](#)

225.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[complexor's solution](#)

226.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[complexor's solution](#)

227.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[complexor's solution](#)

228.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[complexor's solution](#)

229.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy
[complexor's solution](#)

230.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[complexor's solution](#)

231.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
[complexor's solution](#)

232.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
[complexor's solution](#)

233.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[complexor's solution](#)

234.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, graphs
[complexor's solution](#)

235.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[complexor's solution](#)

236.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[complexor's solution](#)

237.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[complexor's solution](#)

238.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[complexor's solution](#)

239.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[complexor's solution](#)

240.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[complexor's solution](#)

241.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[complexor's solution](#)

242.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[complexor's solution](#)

243.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[complexor's solution](#)

244.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-10-09 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[complexor's solution](#)

245.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2021-08-21 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[complexor's solution](#)

246.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[complexor's solution](#)

247.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[complexor's solution](#)

248.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[complexor's solution](#)

249.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[complexor's solution](#)

250.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[complexor's solution](#)

251.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[complexor's solution](#)

252.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

253.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[complexor's solution](#)

254.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[complexor's solution](#)

255.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities

[complexor's solution](#)

256.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[complexor's solution](#)

257.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-04-12 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[complexor's solution](#)

258.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[complexor's solution](#)

259.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[complexor's solution](#)

260.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[complexor's solution](#)

261.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[complexor's solution](#)

262.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[complexor's solution](#)

263.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[complexor's solution](#)

264.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[complexor's solution](#)

265.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[complexor's solution](#)

266.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2023-11-17 · last AC: 2024-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[complexor's solution](#)

267.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[complexor's solution](#)

268.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs
[complexor's solution](#)

269.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[complexor's solution](#)

270.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[complexor's solution](#)

271.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[complexor's solution](#)

272.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-22 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[complexor's solution](#)

273.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2021-10-21 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[complexor's solution](#)

274.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[complexor's solution](#)

275.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[complexor's solution](#)

276.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[complexor's solution](#)

277.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[complexor's solution](#)

278.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: strings
[complexor's solution](#)

279.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[complexor's solution](#)

280.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings
[complexor's solution](#)

281.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-08-30 · last AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[complexor's solution](#)

282.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[complexor's solution](#)

283.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[complexor's solution](#)

284.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[complexor's solution](#)

285.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[complexor's solution](#)

286.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[complexor's solution](#)

287.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[complexor's solution](#)

288.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[complexor's solution](#)

289.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[complexor's solution](#)

290.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

291.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[complexor's solution](#)

292.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[complexor's solution](#)

293.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[complexor's solution](#)

294.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[complexor's solution](#)

295.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-04-29 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[complexor's solution](#)

296.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[complexor's solution](#)

297.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[complexor's solution](#)

298.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[complexor's solution](#)

299.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[complexor's solution](#)

300.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[complexor's solution](#)

301.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[complexor's solution](#)

302.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[complexor's solution](#)

303.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[complexor's solution](#)

304.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation

[complexor's solution](#)

305.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[complexor's solution](#)

306.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[complexor's solution](#)

307.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-21 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings
[complexor's solution](#)

308.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[complexor's solution](#)

309.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[complexor's solution](#)

310.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[complexor's solution](#)

311.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[complexor's solution](#)

312.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[complexor's solution](#)

313.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
[complexor's solution](#)

314.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[complexor's solution](#)

315.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[complexor's solution](#)

316.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[complexor's solution](#)

317.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[complexor's solution](#)

318.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[complexor's solution](#)

319.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[complexor's solution](#)

320.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[complexor's solution](#)

321.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs

[complexor's solution](#)

322.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[complexor's solution](#)

323.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[complexor's solution](#)

324.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[complexor's solution](#)

325.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[complexor's solution](#)

326.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[complexor's solution](#)

327.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy
[complexor's solution](#)

328.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[complexor's solution](#)

329.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games
[complexor's solution](#)

330.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[complexor's solution](#)

331.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[complexor's solution](#)

332.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[complexor's solution](#)

333.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, shortest paths
[complexor's solution](#)

334.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, greedy
[complexor's solution](#)

335.

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[complexor's solution](#)

336.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

337.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[complexor's solution](#)

338.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[complexor's solution](#)

339.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[complexor's solution](#)

340.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[complexor's solution](#)

341.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[complexor's solution](#)

342.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[complexor's solution](#)

343.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[complexor's solution](#)

344.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[complexor's solution](#)

345.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-07-15 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[complexor's solution](#)

346.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[complexor's solution](#)

347.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[complexor's solution](#)

348.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[complexor's solution](#)

349.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: matrices, strings

[complexor's solution](#)

350.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[complexor's solution](#)

351.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[complexor's solution](#)

352.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[complexor's solution](#)

353.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[complexor's solution](#)

354.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, trees

[complexor's solution](#)

355.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings

[complexor's solution](#)

356.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[complexor's solution](#)

357.

1515G

[Phoenix and Odometers · Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[complexor's solution](#)

358.

2032F

[Peanuts · Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[complexor's solution](#)

359.

1781F

[Bracket Insertion · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[complexor's solution](#)

360.

1804F

[Approximate Diameter · Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[complexor's solution](#)

361.

778D

[Parquet Re-laying · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

362.

933C

[A Colourful Prospect · Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs

[complexor's solution](#)

363.

1599F

[Mars · Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing

[complexor's solution](#)

364.

1120B

[Once in a casino · Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[complexor's solution](#)

365.

1553G

[Common Divisor Graph · Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[complexor's solution](#)

366.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[complexor's solution](#)

367.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[complexor's solution](#)

368.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees
[complexor's solution](#)

369.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-04-29 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[complexor's solution](#)

370.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[complexor's solution](#)

371.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[complexor's solution](#)

372.

198D

[Cube Snake](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2700 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[complexor's solution](#)

373.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-03-12 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[complexor's solution](#)

374.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[complexor's solution](#)

375.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[complexor's solution](#)

376.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[complexor's solution](#)

377.

98E

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

Quality: 558 global accepts · Rating: 2700 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities
[complexor's solution](#)

378.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings
[complexor's solution](#)

379.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
[complexor's solution](#)

380.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[complexor's solution](#)

381.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-11-21 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[complexor's solution](#)

382.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
[complexor's solution](#)

383.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[complexor's solution](#)

384.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[complexor's solution](#)

385.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
[complexor's solution](#)

386.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures
[complexor's solution](#)

387.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[complexor's solution](#)

388.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[complexor's solution](#)

389.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[complexor's solution](#)

390.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[complexor's solution](#)

391.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[complexor's solution](#)

392.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[complexor's solution](#)

393.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings, math, trees

[complexor's solution](#)

394.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[complexor's solution](#)

395.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[complexor's solution](#)

396.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[complexor's solution](#)

397.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[complexor's solution](#)

398.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[complexor's solution](#)

399.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[complexor's solution](#)

400.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[complexor's solution](#)

401.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[complexor's solution](#)

402.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[complexor's solution](#)

403.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[complexor's solution](#)

404.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[complexor's solution](#)

405.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[complexor's solution](#)

406.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math

[complexor's solution](#)

407.

1071D

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

Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math

[complexor's solution](#)

408.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[complexor's solution](#)

409.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[complexor's solution](#)

410.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[complexor's solution](#)

411.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[complexor's solution](#)

412.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[complexor's solution](#)

413.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[complexor's solution](#)

414.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[complexor's solution](#)

415.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[complexor's solution](#)

416.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[complexor's solution](#)

417.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[complexor's solution](#)

418.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[complexor's solution](#)

419.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[complexor's solution](#)

420.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[complexor's solution](#)

421.

1400F

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

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[complexor's solution](#)

422.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[complexor's solution](#)

423.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[complexor's solution](#)

424.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: strings, trees

[complexor's solution](#)

425.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[complexor's solution](#)

426.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[complexor's solution](#)

427.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, number theory

[complexor's solution](#)

428.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[complexor's solution](#)

429.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[complexor's solution](#)

430.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[complexor's solution](#)

431.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[complexor's solution](#)

432.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices

[complexor's solution](#)

433.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[complexor's solution](#)

434.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[complexor's solution](#)

435.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2024-09-25 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[complexor's solution](#)

436.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[complexor's solution](#)

437.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[complexor's solution](#)

438.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[complexor's solution](#)

439.

434D

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

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: flows

[complexor's solution](#)

440.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: flows

[complexor's solution](#)

441.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows

[complexor's solution](#)

442.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, string suffix structures

[complexor's solution](#)

443.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[complexor's solution](#)

444.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[complexor's solution](#)

445.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[complexor's solution](#)

446.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-02-24 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[complexor's solution](#)

447.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[complexor's solution](#)

448.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[complexor's solution](#)

449.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[complexor's solution](#)

450.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[complexor's solution](#)

451.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[complexor's solution](#)

452.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[complexor's solution](#)

453.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[complexor's solution](#)

454.

1320E

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

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[complexor's solution](#)

455.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[complexor's solution](#)

456.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[complexor's solution](#)

457.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[complexor's solution](#)

458.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[complexor's solution](#)

459.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2025-09-18 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math

[complexor's solution](#)

460.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[complexor's solution](#)

461.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-09-03 · last AC: 2025-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[complexor's solution](#)

462.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[complexor's solution](#)

463.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[complexor's solution](#)

464.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, expression parsing

[complexor's solution](#)

465.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[complexor's solution](#)

466.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, two pointers

[complexor's solution](#)

467.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[complexor's solution](#)

468.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[complexor's solution](#)

469.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[complexor's solution](#)

470.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[complexor's solution](#)

471.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[complexor's solution](#)

472.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[complexor's solution](#)

473.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[complexor's solution](#)

474.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[complexor's solution](#)

475.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[complexor's solution](#)

476.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[complexor's solution](#)

477.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[complexor's solution](#)

478.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[complexor's solution](#)

479.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[complexor's solution](#)

480.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[complexor's solution](#)

481.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[complexor's solution](#)

482.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[complexor's solution](#)

483.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[complexor's solution](#)

484.

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[complexor's solution](#)

485.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[complexor's solution](#)

486.

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[complexor's solution](#)

487.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[complexor's solution](#)

488.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[complexor's solution](#)

489.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[complexor's solution](#)

490.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[complexor's solution](#)

491.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[complexor's solution](#)

492.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[complexor's solution](#)

493.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[complexor's solution](#)

494.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-07-16 · last AC: 2026-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[complexor's solution](#)

495.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, trees

[complexor's solution](#)

496.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[complexor's solution](#)

497.

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math,

number theory

[complexor's solution](#)

498.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-10-13 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft

[complexor's solution](#)

499.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[complexor's solution](#)

500.

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows

[complexor's solution](#)

501.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2024-01-02 · last AC: 2025-04-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[complexor's solution](#)

502.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[complexor's solution](#)

503.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[complexor's solution](#)

504.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, probabilities

[complexor's solution](#)

505.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[complexor's solution](#)

506.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, games

[complexor's solution](#)

507.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[complexor's solution](#)

508.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[complexor's solution](#)

509.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[complexor's solution](#)

510.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, strings
[complexor's solution](#)

511.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[complexor's solution](#)

512.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[complexor's solution](#)

513.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[complexor's solution](#)

514.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[complexor's solution](#)

515.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[complexor's solution](#)

516.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[complexor's solution](#)

517.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[complexor's solution](#)

518.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

trees

[complexor's solution](#)

519.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[complexor's solution](#)

520.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[complexor's solution](#)

521.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[complexor's solution](#)

522.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-03-22 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[complexor's solution](#)

523.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[complexor's solution](#)

524.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[complexor's solution](#)

525.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[complexor's solution](#)

526.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[complexor's solution](#)

527.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[complexor's solution](#)

528.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[complexor's solution](#)

529.

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[complexor's solution](#)

530.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[complexor's solution](#)

531.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-24 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[complexor's solution](#)

532.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[complexor's solution](#)

533.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games
[complexor's solution](#)

534.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[complexor's solution](#)

535.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees
[complexor's solution](#)

536.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-08-18 · last AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[complexor's solution](#)

537.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[complexor's solution](#)

538.

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2025-04-07 · last AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, trees
[complexor's solution](#)

539.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[complexor's solution](#)

540.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[complexor's solution](#)

541.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[complexor's solution](#)

542.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[complexor's solution](#)

543.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[complexor's solution](#)

544.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2024-03-06 · last AC: 2025-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[complexor's solution](#)

545.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[complexor's solution](#)

546.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[complexor's solution](#)

547.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[complexor's solution](#)

548.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[complexor's solution](#)

549.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[complexor's solution](#)

550.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[complexor's solution](#)

551.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: games

[complexor's solution](#)

552.

772E

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

Quality: 220 global accepts · Rating: 3200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[complexor's solution](#)

553.

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-09-22 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[complexor's solution](#)

554.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-08-25 · last AC: 2024-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[complexor's solution](#)

555.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[complexor's solution](#)

556.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[complexor's solution](#)

557.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[complexor's solution](#)

558.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[complexor's solution](#)

559.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, graphs, math, probabilities
[complexor's solution](#)

560.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[complexor's solution](#)

561.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[complexor's solution](#)

562.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, strings
[complexor's solution](#)

563.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[complexor's solution](#)

564.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[complexor's solution](#)

565.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-04-16 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[complexor's solution](#)

566.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive
[complexor's solution](#)

567.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[complexor's solution](#)

568.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[complexor's solution](#)

569.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees
[complexor's solution](#)

570.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, interactive
[complexor's solution](#)

571.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[complexor's solution](#)

572.

1268D

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

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math
[complexor's solution](#)

573.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[complexor's solution](#)

574.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, trees
[complexor's solution](#)

575.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[complexor's solution](#)

576.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs
[complexor's solution](#)

577.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees
[complexor's solution](#)

578.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[complexor's solution](#)

579.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[complexor's solution](#)

580.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[complexor's solution](#)

581.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[complexor's solution](#)

582.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, trees

[complexor's solution](#)

583.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[complexor's solution](#)

584.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[complexor's solution](#)

585.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[complexor's solution](#)

586.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[complexor's solution](#)

587.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

588.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[complexor's solution](#)

589.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[complexor's solution](#)

590.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

591.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[complexor's solution](#)

592.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[complexor's solution](#)

593.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[complexor's solution](#)

594.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

595.

1844H

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-04-01 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[complexor's solution](#)

596.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-03-21 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[complexor's solution](#)

597.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[complexor's solution](#)

598.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[complexor's solution](#)

599.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[complexor's solution](#)

600.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[complexor's solution](#)

601.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees
[complexor's solution](#)

602.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory
[complexor's solution](#)

603.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[complexor's solution](#)

604.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[complexor's solution](#)

605.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[complexor's solution](#)

606.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation
[complexor's solution](#)

607.

806F

[Test Data Generation](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp
[complexor's solution](#)

608.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[complexor's solution](#)

609.

759F

[Long number](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: math
[complexor's solution](#)

610.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[complexor's solution](#)

611.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[complexor's solution](#)

612.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[complexor's solution](#)

613.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[complexor's solution](#)

614.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[complexor's solution](#)

615.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[complexor's solution](#)

616.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[complexor's solution](#)

617.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[complexor's solution](#)

618.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-24 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[complexor's solution](#)

619.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[complexor's solution](#)

620.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[complexor's solution](#)

621.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices
[complexor's solution](#)

622.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[complexor's solution](#)

623.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-07-03 · last AC: 2025-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[complexor's solution](#)

624.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[complexor's solution](#)

625.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[complexor's solution](#)

626.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[complexor's solution](#)

627.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2025-04-05 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, interactive
[complexor's solution](#)

628.

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, greedy
[complexor's solution](#)

629.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees
[complexor's solution](#)

630.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[complexor's solution](#)

631.

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[complexor's solution](#)

632.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[complexor's solution](#)

633.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows

[complexor's solution](#)

634.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation

[complexor's solution](#)

635.

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, trees

[complexor's solution](#)

636.

1863H

[Goldberg Machine 3](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[complexor's solution](#)

637.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[complexor's solution](#)

638.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[complexor's solution](#)

639.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[complexor's solution](#)

640.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2024-08-15 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[complexor's solution](#)

641.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[complexor's solution](#)

642.

1704H2

[Game of AI \(hard version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[complexor's solution](#)

643.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[complexor's solution](#)

644.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[complexor's solution](#)

645.

1071E

[Rain Protection](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[complexor's solution](#)

646.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[complexor's solution](#)

647.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[complexor's solution](#)

648.

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, sortings

[complexor's solution](#)

649.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2024-03-16 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[complexor's solution](#)

650.

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[complexor's solution](#)

651.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[complexor's solution](#)

652.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[complexor's solution](#)

653.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2024-03-12 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, games
[complexor's solution](#)

654.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2024-02-20 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp
[complexor's solution](#)

655.

1098F

[AbQvæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings
[complexor's solution](#)

656.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
[complexor's solution](#)

657.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[complexor's solution](#)

658.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: games, interactive
[complexor's solution](#)

659.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees
[complexor's solution](#)

660.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games

[complexor's solution](#)

661.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[complexor's solution](#)

662.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[complexor's solution](#)

663.

104160J

[Referee Without Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[complexor's solution](#)

664.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[complexor's solution](#)

665.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[complexor's solution](#)

666.

104377O

[C++17 N°1](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[complexor's solution](#)

667.

104377D

[Trapezoid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[complexor's solution](#)

668.

104385E

[Segment-tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[complexor's solution](#)

669.

104377F

[Ag5f4h](#)

Rating: — · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[complexor's solution](#)

670.

102769L

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[complexor's solution](#)

671.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[complexor's solution](#)

672.

102993C

[A National Pandemic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[complexor's solution](#)

673.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[complexor's solution](#)