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Unique solved — cqrcqr

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

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

Filters: none

Count: 884

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,839 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[cqrcqr's solution](#)

2.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,496 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cqrcqr's solution](#)

3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,742 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cqrcqr's solution](#)

4.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,988 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math

[cqrcqr's solution](#)

5.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[cqrcqr's solution](#)

6.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[cqrcqr's solution](#)

7.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cqrcqr's solution](#)

8.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[cqrcqr's solution](#)

9.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[cqrcqr's solution](#)

10.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cqrcq's solution](#)

11.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[cqrcq's solution](#)

12.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[cqrcq's solution](#)

13.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[cqrcq's solution](#)

14.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[cqrcq's solution](#)

15.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[cqrcq's solution](#)

16.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cqrcq's solution](#)

17.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[cqrcq's solution](#)

18.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[cqrcq's solution](#)

19.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[cqrcq's solution](#)

20.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[cqrcq's solution](#)

21.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[cqrcq's solution](#)

22.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[cqrcq's solution](#)

23.

2162A

[Beautiful Average](#) · [Tutorial](#)

Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[cqrcq's solution](#)

24.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqrcq's solution](#)

25.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[cqrcq's solution](#)

26.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cqrcq's solution](#)

27.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqrcq's solution](#)

28.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cqrcq's solution](#)

29.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cqrcq's solution](#)

30.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[cqrcq's solution](#)

31.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cqrcq's solution](#)

32.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[cqrcq's solution](#)

33.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[cqrcq's solution](#)

34.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cqrcq's solution](#)

35.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[cqrcq's solution](#)

36.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cqrcq's solution](#)

37.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,873 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[cqrcq's solution](#)

38.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cqrcq's solution](#)

39.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cqrcq's solution](#)

40.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

41.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[cqrcq's solution](#)

42.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

43.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[cqrcq's solution](#)

44.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cqrcq's solution](#)

45.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[cqrcq's solution](#)

46.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[cqrcq's solution](#)

47.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[cqrcq's solution](#)

48.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[cqrcq's solution](#)

49.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cqrcq's solution](#)

50.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[cqrcq's solution](#)

51.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[cqrcq's solution](#)

52.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,540 global accepts · Rating: 800 · first AC: 2024-07-15 · Python 3 (first AC) · Tags: number theory
[cqrcq's solution](#)

- 53.**
1514A
[Perfectly Imperfect Array](#) · [Tutorial](#)
Quality: 25,368 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[cqrcq's solution](#)
- 54.**
1183A
[Nearest Interesting Number](#) · [Tutorial](#)
Quality: 27,024 global accepts · Rating: 800 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cqrcq's solution](#)
- 55.**
1180A
[Alex and a Rhombus](#) · [Tutorial](#)
Quality: 27,428 global accepts · Rating: 800 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[cqrcq's solution](#)
- 56.**
271A
[Beautiful Year](#) · [Tutorial](#)
Quality: 177,776 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[cqrcq's solution](#)
- 57.**
1955A
[Yogurt Sale](#) · [Tutorial](#)
Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqrcq's solution](#)
- 58.**
952A
[Quirky Quantifiers](#) · [Tutorial](#)
Quality: 11,977 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, math
[cqrcq's solution](#)
- 59.**
1114A
[Got Any Grapes?](#) · [Tutorial](#)
Quality: 19,755 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[cqrcq's solution](#)
- 60.**
617A
[Elephant](#) · [Tutorial](#)
Quality: 249,206 global accepts · Rating: 800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqrcq's solution](#)
- 61.**
609A
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[cqrcq's solution](#)
- 62.**
1915C
[Can I Square?](#) · [Tutorial](#)
Quality: 54,194 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[cqrcq's solution](#)
- 63.**
1915B
[Not Quite Latin Square](#) · [Tutorial](#)
Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
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64.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[cqrcq's solution](#)

65.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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66.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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67.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cqrcq's solution](#)

68.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
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69.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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70.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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71.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[cqrcq's solution](#)

72.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[cqrcq's solution](#)

73.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,377 global accepts · Rating: 800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

74.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cqrcq's solution](#)

75.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cqrcq's solution](#)

76.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cqrcq's solution](#)

77.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[cqrcq's solution](#)

78.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[cqrcq's solution](#)

79.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,915 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cqrcq's solution](#)

80.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[cqrcq's solution](#)

81.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[cqrcq's solution](#)

82.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cqrcq's solution](#)

83.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cqrcq's solution](#)

84.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cqrcq's solution](#)

85.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[cqrcq's solution](#)

86.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

87.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[cqrcq's solution](#)

88.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cqrcq's solution](#)

89.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

90.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[cqrcq's solution](#)

91.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cqrcq's solution](#)

92.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cqrcq's solution](#)

93.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[cqrcq's solution](#)

94.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[cqrcq's solution](#)

95.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,115 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[cqrcq's solution](#)

96.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[cqrcqr's solution](#)

97.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-09-03 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

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98.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-21 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[cqrcqr's solution](#)

99.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-21 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cqrcqr's solution](#)

100.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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101.

1405A

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Quality: 21,908 global accepts · Rating: 800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cqrcqr's solution](#)

102.

2210B

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Quality: 17,572 global accepts · Rating: 900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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103.

2195B

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Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[cqrcqr's solution](#)

104.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[cqrcqr's solution](#)

105.

2157B

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Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cqrcqr's solution](#)

106.

2171B

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Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math
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107.

2166B

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Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqrcq's solution](#)

108.

2169A

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Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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109.

2149C

[MEX rose](#) · [Tutorial](#)

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110.

2136B

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Quality: 20,937 global accepts · Rating: 900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[cqrcq's solution](#)

111.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqrcq's solution](#)

112.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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113.

1971C

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Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cqrcq's solution](#)

114.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-04-08 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[cqrcq's solution](#)

115.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cqrcq's solution](#)

116.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[cqrcq's solution](#)

117.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqrcq's solution](#)

118.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2022-10-04 · last AC: 2024-04-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, trees
[cqrcq's solution](#)

119.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cqrcq's solution](#)

120.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[cqrcq's solution](#)

121.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[cqrcq's solution](#)

122.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[cqrcq's solution](#)

123.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cqrcq's solution](#)

124.

1337B

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Quality: 36,867 global accepts · Rating: 900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[cqrcq's solution](#)

125.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cqrcq's solution](#)

126.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

127.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cqrcq's solution](#)

128.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[cqrcq's solution](#)

129.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[cqrcq's solution](#)

130.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cqrcq's solution](#)

131.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cqrcq's solution](#)

132.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cqrcq's solution](#)

133.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[cqrcq's solution](#)

134.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[cqrcq's solution](#)

135.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[cqrcq's solution](#)

136.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,915 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[cqrcq's solution](#)

137.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cqrcq's solution](#)

138.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

139.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cqrcq's solution](#)

140.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[cqrcq's solution](#)

141.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[cqrcq's solution](#)

142.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cqrcq's solution](#)

143.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cqrcq's solution](#)

144.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cqrcq's solution](#)

145.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[cqrcq's solution](#)

146.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[cqrcq's solution](#)

147.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cqrcq's solution](#)

148.

1913B

[Swap and Delete](#) · [Tutorial](#)

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[cqrcq's solution](#)

149.

1244B

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[cqrcq's solution](#)

150.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cqrcq's solution](#)

151.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[cqrcq's solution](#)

152.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[cqrcq's solution](#)

153.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[cqrcq's solution](#)

154.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
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155.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[cqrcq's solution](#)

156.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[cqrcq's solution](#)

157.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths
[cqrcq's solution](#)

158.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[cqrcq's solution](#)

159.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[cqrcq's solution](#)

160.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cqrcq's solution](#)

161.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[cqrcq's solution](#)

162.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[cqrcq's solution](#)

163.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[cqrcq's solution](#)

164.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cqrcq's solution](#)

165.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cqrcq's solution](#)

166.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cqrcq's solution](#)

167.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[cqrcq's solution](#)

168.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cqrcq's solution](#)

169.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cqrcq's solution](#)

170.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cqrcq's solution](#)

171.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[cqrcq's solution](#)

172.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[cqrcq's solution](#)

173.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[cqrcq's solution](#)

174.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2024-07-15 · Python 3 (first AC) · Tags: combinatorics, math

[cqrcq's solution](#)

175.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cqrcq's solution](#)

176.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cqrcq's solution](#)

177.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[cqrcq's solution](#)

178.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[cqrcq's solution](#)

179.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[cqrcq's solution](#)

180.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[cqrcq's solution](#)

181.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[cqrcq's solution](#)

182.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cqrcq's solution](#)

183.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cqrcq's solution](#)

184.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cqrcq's solution](#)

185.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cqrcq's solution](#)

186.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[cqrcq's solution](#)

187.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cqrcq's solution](#)

188.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[cqrcq's solution](#)

189.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cqrcq's solution](#)

190.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-21 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

191.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[cqrcq's solution](#)

192.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[cqrcq's solution](#)

193.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[cqrcq's solution](#)

194.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[cqrcq's solution](#)

195.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings
[cqrcq's solution](#)

196.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[cqrcq's solution](#)

197.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[cqrcq's solution](#)

198.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[cqrcq's solution](#)

199.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

200.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[cqrcq's solution](#)

201.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings
[cqrcq's solution](#)

202.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[cqrcq's solution](#)

203.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[cqrcq's solution](#)

204.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[cqrcq's solution](#)

205.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[cqrcq's solution](#)

206.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cqrcq's solution](#)

207.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[cqrcq's solution](#)

208.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math

[cqrcq's solution](#)

209.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[cqrcq's solution](#)

210.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[cqrcq's solution](#)

211.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2024-07-15 · Python 3 (first AC) · Tags: math

[cqrcq's solution](#)

212.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2024-07-11 · Python 3 (first AC) · Tags: bitmasks, combinatorics, math

[cqrcq's solution](#)

213.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[cqrcq's solution](#)

214.

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[cqrcq's solution](#)

215.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[cqrcq's solution](#)

216.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[cqrcq's solution](#)

217.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cqrcq's solution](#)

218.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[cqrcq's solution](#)

219.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[cqrcq's solution](#)

220.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cqrcq's solution](#)

221.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cqrcq's solution](#)

222.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cqrcq's solution](#)

223.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cqrcq's solution](#)

224.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2022-08-08 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cqrcq's solution](#)

225.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[cqrcq's solution](#)

226.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-03 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cqrcq's solution](#)

227.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

228.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[cqrcq's solution](#)

229.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[cqrcq's solution](#)

230.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[cqrcq's solution](#)

231.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cqrcq's solution](#)

232.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cqrcq's solution](#)

233.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[cqrcq's solution](#)

234.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[cqrcq's solution](#)

235.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[cqrcq's solution](#)

236.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[cqrcq's solution](#)

237.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[cqrcq's solution](#)

238.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[cqrcq's solution](#)

239.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[cqrcq's solution](#)

240.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cqrcq's solution](#)

241.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cqrcq's solution](#)

242.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[cqrcq's solution](#)

243.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[cqrcq's solution](#)

244.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[cqrcqr's solution](#)

245.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-03-25 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[cqrcqr's solution](#)

246.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation, strings
[cqrcqr's solution](#)

247.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[cqrcqr's solution](#)

248.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[cqrcqr's solution](#)

249.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[cqrcqr's solution](#)

250.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[cqrcqr's solution](#)

251.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[cqrcqr's solution](#)

252.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[cqrcqr's solution](#)

253.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[cqrcqr's solution](#)

254.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[cqrcqr's solution](#)

255.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[cqrcqr's solution](#)

256.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[cqrcqr's solution](#)

257.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cqrcqr's solution](#)

258.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[cqrcqr's solution](#)

259.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[cqrcqr's solution](#)

260.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[cqrcqr's solution](#)

261.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cqrcqr's solution](#)

262.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[cqrcqr's solution](#)

263.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cqrcqr's solution](#)

264.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[cqrcq's solution](#)

265.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[cqrcq's solution](#)

266.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[cqrcq's solution](#)

267.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[cqrcq's solution](#)

268.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[cqrcq's solution](#)

269.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[cqrcq's solution](#)

270.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[cqrcq's solution](#)

271.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[cqrcq's solution](#)

272.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[cqrcq's solution](#)

273.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[cqrcq's solution](#)

274.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[cqrcqr's solution](#)

275.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[cqrcqr's solution](#)

276.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[cqrcqr's solution](#)

277.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[cqrcqr's solution](#)

278.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cqrcqr's solution](#)

279.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[cqrcqr's solution](#)

280.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[cqrcqr's solution](#)

281.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[cqrcqr's solution](#)

282.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[cqrcqr's solution](#)

283.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
[cqrcqr's solution](#)

284.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[cqrcq's solution](#)

285.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

286.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

287.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,686 global accepts · Rating: 1400 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[cqrcq's solution](#)

288.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[cqrcq's solution](#)

289.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math

[cqrcq's solution](#)

290.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[cqrcq's solution](#)

291.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[cqrcq's solution](#)

292.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

293.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[cqrcq's solution](#)

294.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,944 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cqrcqr's solution](#)

295.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cqrcqr's solution](#)

296.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[cqrcqr's solution](#)

297.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2022-11-20 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[cqrcqr's solution](#)

298.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[cqrcqr's solution](#)

299.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[cqrcqr's solution](#)

300.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[cqrcqr's solution](#)

301.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cqrcqr's solution](#)

302.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cqrcqr's solution](#)

303.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[cqrcq's solution](#)

304.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[cqrcq's solution](#)

305.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[cqrcq's solution](#)

306.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[cqrcq's solution](#)

307.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[cqrcq's solution](#)

308.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[cqrcq's solution](#)

309.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[cqrcq's solution](#)

310.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[cqrcq's solution](#)

311.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[cqrcq's solution](#)

312.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[cqrcq's solution](#)

313.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[cqrcq's solution](#)

314.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2024-06-22 · Python 3 (first AC) · Tags: greedy, implementation, strings

[cqrcq's solution](#)

315.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cqrcq's solution](#)

316.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cqrcq's solution](#)

317.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cqrcq's solution](#)

318.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cqrcq's solution](#)

319.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[cqrcq's solution](#)

320.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[cqrcq's solution](#)

321.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[cqrcq's solution](#)

322.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cqrcq's solution](#)

323.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[cqrcq's solution](#)

324.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cqrcqr's solution](#)

325.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[cqrcqr's solution](#)

326.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cqrcqr's solution](#)

327.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[cqrcqr's solution](#)

328.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2022-09-10 · last AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[cqrcqr's solution](#)

329.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[cqrcqr's solution](#)

330.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[cqrcqr's solution](#)

331.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[cqrcqr's solution](#)

332.

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules
[cqrcqr's solution](#)

333.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math
[cqrcqr's solution](#)

334.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cqrcq's solution](#)

335.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cqrcq's solution](#)

336.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[cqrcq's solution](#)

337.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[cqrcq's solution](#)

338.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[cqrcq's solution](#)

339.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[cqrcq's solution](#)

340.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[cqrcq's solution](#)

341.

1526C2

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

Quality: 29,760 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cqrcq's solution](#)

342.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[cqrcq's solution](#)

343.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cqrcq's solution](#)

344.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[cqrcq's solution](#)

345.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[cqrcq's solution](#)

346.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[cqrcq's solution](#)

347.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[cqrcq's solution](#)

348.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[cqrcq's solution](#)

349.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[cqrcq's solution](#)

350.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cqrcq's solution](#)

351.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[cqrcq's solution](#)

352.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[cqrcq's solution](#)

353.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[cqrcq's solution](#)

354.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cqrcq's solution](#)

355.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[cqrcq's solution](#)

356.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cqrcq's solution](#)

357.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cqrcq's solution](#)

358.

2163B

[Sigra ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cqrcq's solution](#)

359.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[cqrcq's solution](#)

360.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[cqrcq's solution](#)

361.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[cqrcq's solution](#)

362.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[cqrcq's solution](#)

363.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[cqrcq's solution](#)

364.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[cqrcq's solution](#)

365.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[cqrcq's solution](#)

366.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, two pointers
[cqrcq's solution](#)

367.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[cqrcq's solution](#)

368.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cqrcq's solution](#)

369.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[cqrcq's solution](#)

370.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[cqrcq's solution](#)

371.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
[cqrcq's solution](#)

372.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2024-07-15 · Python 3 (first AC) · Tags: combinatorics, math
[cqrcq's solution](#)

373.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[cqrcq's solution](#)

374.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[cqrcq's solution](#)

375.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[cqrcq's solution](#)

376.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[cqrcq's solution](#)

377.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[cqrcq's solution](#)

378.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[cqrcq's solution](#)

379.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[cqrcq's solution](#)

380.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[cqrcq's solution](#)

381.

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cqrcq's solution](#)

382.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[cqrcq's solution](#)

383.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[cqrcq's solution](#)

384.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cqrcq's solution](#)

385.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[cqrcq's solution](#)

386.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cqrcq's solution](#)

387.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[cqrcq's solution](#)

388.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[cqrcq's solution](#)

389.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[cqrcq's solution](#)

390.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[cqrcq's solution](#)

391.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[cqrcq's solution](#)

392.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[cqrcq's solution](#)

393.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[cqrcq's solution](#)

394.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[cqrcqr's solution](#)

395.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[cqrcqr's solution](#)

396.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2024-10-06 · Python 3 (first AC) · Tags: data structures, implementation

[cqrcqr's solution](#)

397.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[cqrcqr's solution](#)

398.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[cqrcqr's solution](#)

399.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[cqrcqr's solution](#)

400.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[cqrcqr's solution](#)

401.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[cqrcqr's solution](#)

402.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[cqrcqr's solution](#)

403.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, divide and conquer, greedy, implementation, sortings

[cqrcq's solution](#)

404.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[cqrcq's solution](#)

405.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[cqrcq's solution](#)

406.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[cqrcq's solution](#)

407.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[cqrcq's solution](#)

408.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[cqrcq's solution](#)

409.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[cqrcq's solution](#)

410.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory

[cqrcq's solution](#)

411.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

412.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cqrcq's solution](#)

413.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cqrcq's solution](#)

414.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[cqrcq's solution](#)

415.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[cqrcq's solution](#)

416.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[cqrcq's solution](#)

417.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[cqrcq's solution](#)

418.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[cqrcq's solution](#)

419.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[cqrcq's solution](#)

420.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[cqrcq's solution](#)

421.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[cqrcq's solution](#)

422.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cqrcq's solution](#)

423.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[cqrcq's solution](#)

424.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[cqrcq's solution](#)

425.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cqrcq's solution](#)

426.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cqrcq's solution](#)

427.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cqrcq's solution](#)

428.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cqrcq's solution](#)

429.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[cqrcq's solution](#)

430.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[cqrcq's solution](#)

431.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[cqrcq's solution](#)

432.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

433.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqrcq's solution](#)

434.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[cqrcq's solution](#)

435.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[cqrcq's solution](#)

436.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqrcq's solution](#)

437.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[cqrcq's solution](#)

438.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

439.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

440.

233D

[Table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cqrcq's solution](#)

441.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[cqrcq's solution](#)

442.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cqrcq's solution](#)

443.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[cqrcq's solution](#)

444.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[cqrcq's solution](#)

445.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[cqrcq's solution](#)

446.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

447.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy

[cqrcq's solution](#)

448.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, trees

[cqrcq's solution](#)

449.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, trees

[cqrcq's solution](#)

450.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cqrcq's solution](#)

451.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[cqrcq's solution](#)

452.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[cqrcq's solution](#)

453.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[cqrcq's solution](#)

454.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[cqrcq's solution](#)

455.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
[cqrcq's solution](#)

456.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation
[cqrcq's solution](#)

457.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[cqrcq's solution](#)

458.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[cqrcq's solution](#)

459.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory
[cqrcq's solution](#)

460.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp
[cqrcq's solution](#)

461.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2022-01-22 · Python 3 (first AC) · Tags: *special
[cqrcq's solution](#)

462.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[cqrcq's solution](#)

463.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings
[cqrcq's solution](#)

464.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
[cqrcq's solution](#)

465.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[cqrcq's solution](#)

466.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[cqrcq's solution](#)

467.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[cqrcq's solution](#)

468.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[cqrcq's solution](#)

469.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cqrcq's solution](#)

470.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[cqrcq's solution](#)

471.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[cqrcq's solution](#)

472.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cqrcq's solution](#)

473.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[cqrcq's solution](#)

474.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[cqrcq's solution](#)

475.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqrcq's solution](#)

476.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[cqrcq's solution](#)

477.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

478.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[cqrcq's solution](#)

479.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[cqrcq's solution](#)

480.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[cqrcq's solution](#)

481.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, sortings

[cqrcq's solution](#)

482.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[cqrcq's solution](#)

483.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[cqrcq's solution](#)

484.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

[cqrcq's solution](#)

485.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[cqrcq's solution](#)

486.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cqrcq's solution](#)

487.

522D

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488.

1132F

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489.

432D

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490.

1359D

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491.

1513D

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492.

449B

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Quality: 10,598 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

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493.

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999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

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999E

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497.

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498.

1244E

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499.

1753C

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500.

353D

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501.

997B

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502.

171C

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503.

171E

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504.

784E

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505.

2210C2

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506.

2192E

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similar, graph matchings, graphs, greedy, strings

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507.

2183E

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508.

2183D2

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509.

620E

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510.

2169D2

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511.

2163D1

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512.

2162F

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2159B

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2145E

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515.

2152E

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516.

2149G

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2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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518.

2135D1

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519.

283C

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[cqrcq's solution](#)

520.

2132F

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521.

2127E

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

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522.

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111C

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1106E

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1202C

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1271E

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531.

980D

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1265E

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372C

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534.

1158C

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1029E

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536.

1971H

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853C

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538.

827C

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539.

899F

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540.

665E

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541.

1077F2

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542.

1184E2

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543.

609E

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544.

190E

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545.

920E

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546.

242D

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547.

313D

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Quality: 1,692 global accepts · Rating: 2100 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
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548.

877D

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549.

1811G1

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Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
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550.

1811F

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[cqrcqr's solution](#)

551.

1913D

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Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
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552.

1628D1

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Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[cqrcqr's solution](#)

553.

457C

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Quality: 946 global accepts · Rating: 2100 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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554.

1773B

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Quality: 975 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
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555.

2215C

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Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
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556.

2178F

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[cqrcqr's solution](#)

557.

2179H

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Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[cqrcq's solution](#)

558.

2179G

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559.

2173E

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560.

2162G

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561.

2155E

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562.

13C

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563.

86B

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564.

785E

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Quality: 2,207 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

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565.

559C

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Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

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566.

1175E

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567.

2033G

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568.

1156D

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569.

1467D

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570.

1238E

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571.

1425E

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572.

11D

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573.

768D

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574.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

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575.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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576.

915D

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577.

1503C

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Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[cqrcq's solution](#)

578.

165E

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Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[cqrcq's solution](#)

579.

1784C

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Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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580.

272E

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Quality: 1,296 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[cqrcq's solution](#)

581.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cqrcq's solution](#)

582.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[cqrcq's solution](#)

583.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[cqrcq's solution](#)

584.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cqrcq's solution](#)

585.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[cqrcq's solution](#)

586.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[cqrcq's solution](#)

587.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[cqrcq's solution](#)

588.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cqrcq's solution](#)

589.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[cqrcq's solution](#)

590.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[cqrcq's solution](#)

591.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[cqrcq's solution](#)

592.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[cqrcq's solution](#)

593.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[cqrcq's solution](#)

594.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[cqrcq's solution](#)

595.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[cqrcq's solution](#)

596.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[cqrcq's solution](#)

597.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[cqrcqr's solution](#)

598.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[cqrcqr's solution](#)

599.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[cqrcqr's solution](#)

600.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2025-07-28 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[cqrcqr's solution](#)

601.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[cqrcqr's solution](#)

602.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[cqrcqr's solution](#)

603.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[cqrcqr's solution](#)

604.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[cqrcqr's solution](#)

605.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, sortings

[cqrcqr's solution](#)

606.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cqrcqr's solution](#)

607.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory
[cqrcq's solution](#)

608.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths
[cqrcq's solution](#)

609.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[cqrcq's solution](#)

610.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths
[cqrcq's solution](#)

611.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[cqrcq's solution](#)

612.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[cqrcq's solution](#)

613.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cqrcq's solution](#)

614.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cqrcq's solution](#)

615.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees
[cqrcq's solution](#)

616.

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[cqrcq's solution](#)

617.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[cqrcq's solution](#)

618.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

619.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[cqrcq's solution](#)

620.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2025-09-22 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[cqrcq's solution](#)

621.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[cqrcq's solution](#)

622.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqrcq's solution](#)

623.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[cqrcq's solution](#)

624.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[cqrcq's solution](#)

625.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[cqrcq's solution](#)

626.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[cqrcq's solution](#)

627.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[cqrcq's solution](#)

628.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · last AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqrcq's solution](#)

629.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[cqrcq's solution](#)

630.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cqrcq's solution](#)

631.

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[cqrcq's solution](#)

632.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2024-02-22 · last AC: 2024-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[cqrcq's solution](#)

633.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[cqrcq's solution](#)

634.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[cqrcq's solution](#)

635.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, sortings

[cqrcq's solution](#)

636.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities

[cqrcq's solution](#)

637.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[cqrcq's solution](#)

638.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[cqrcq's solution](#)

639.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu

[cqrcq's solution](#)

640.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[cqrcq's solution](#)

641.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[cqrcq's solution](#)

642.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[cqrcq's solution](#)

643.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cqrcq's solution](#)

644.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cqrcq's solution](#)

645.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[cqrcq's solution](#)

646.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[cqrcq's solution](#)

647.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[cqrcq's solution](#)

648.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[cqrcq's solution](#)

649.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[cqrcq's solution](#)

650.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[cqrcq's solution](#)

651.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cqrcq's solution](#)

652.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cqrcq's solution](#)

653.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[cqrcq's solution](#)

654.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[cqrcq's solution](#)

655.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[cqrcq's solution](#)

656.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqrcq's solution](#)

657.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cqrcq's solution](#)

658.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[cqrcq's solution](#)

659.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[cqrcq's solution](#)

660.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[cqrcq's solution](#)

661.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[cqrcq's solution](#)

662.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[cqrcq's solution](#)

663.

227E

[Anniversary](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: matrices, number theory
[cqrcq's solution](#)

664.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory
[cqrcq's solution](#)

665.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[cqrcq's solution](#)

666.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[cqrcq's solution](#)

667.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-10-14 · last AC: 2024-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[cqrcq's solution](#)

668.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[cqrcq's solution](#)

669.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[cqrcq's solution](#)

670.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation

[cqrcq's solution](#)

671.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[cqrcq's solution](#)

672.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[cqrcq's solution](#)

673.

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[cqrcq's solution](#)

674.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[cqrcq's solution](#)

675.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[cqrcq's solution](#)

676.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cqrcq's solution](#)

677.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[cqrcq's solution](#)

678.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[cqrcq's solution](#)

679.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[cqrcq's solution](#)

680.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[cqrcq's solution](#)

681.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[cqrcq's solution](#)

682.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[cqrcq's solution](#)

683.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[cqrcq's solution](#)

684.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[cqrcq's solution](#)

685.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cqrcq's solution](#)

686.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[cqrcq's solution](#)

687.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[cqrcq's solution](#)

688.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[cqrcq's solution](#)

689.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[cqrcq's solution](#)

690.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[cqrcq's solution](#)

691.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[cqrcq's solution](#)

692.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[cqrcq's solution](#)

693.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[cqrcq's solution](#)

694.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cqrcq's solution](#)

695.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[cqrcq's solution](#)

696.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[cqrcq's solution](#)

697.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cqrcq's solution](#)

698.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[cqrcq's solution](#)

699.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[cqrcq's solution](#)

700.

551E

[GukiZ and GukiZiana · Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[cqrcq's solution](#)

701.

543C

[Remembering Strings · Tutorial](#)

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[cqrcq's solution](#)

702.

2125E

[Sets of Complementary Sums · Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[cqrcq's solution](#)

703.

813F

[Bipartite Checking · Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[cqrcq's solution](#)

704.

883D

[Packmen Strike Back · Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[cqrcq's solution](#)

705.

1368E

[Ski Accidents · Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cqrcq's solution](#)

706.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

707.

2021D

[Boss, Thirsty · Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[cqrcq's solution](#)

708.

1174E

[Ehab and the Expected GCD Problem · Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cqrcq's solution](#)

709.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[cqrcq's solution](#)

710.

384D

[Volcanoes](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cqrcq's solution](#)

711.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, two pointers
[cqrcq's solution](#)

712.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[cqrcq's solution](#)

713.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, implementation
[cqrcq's solution](#)

714.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[cqrcq's solution](#)

715.

611F

[New Year and Cleaning](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[cqrcq's solution](#)

716.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[cqrcq's solution](#)

717.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[cqrcq's solution](#)

718.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities
[cqrcq's solution](#)

719.

55D

[Beautiful numbers](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[cqrcq's solution](#)

720.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[cqrcq's solution](#)

721.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[cqrcq's solution](#)

722.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cqrcq's solution](#)

723.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[cqrcq's solution](#)

724.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[cqrcq's solution](#)

725.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[cqrcq's solution](#)

726.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[cqrcq's solution](#)

727.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cqrcq's solution](#)

728.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[cqrcq's solution](#)

729.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[cqrcq's solution](#)

730.

1679F

[Formalism for Formalism · Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[cqrcq's solution](#)

731.

2173F

[Isla's Memory Thresholds · Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[cqrcq's solution](#)

732.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[cqrcq's solution](#)

733.

2164F1

[Chain Prefix Rank \(Easy Version\) · Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[cqrcq's solution](#)

734.

3D

[Least Cost Bracket Sequence · Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[cqrcq's solution](#)

735.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[cqrcq's solution](#)

736.

2132G

[Famous Choreographer · Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings
[cqrcq's solution](#)

737.

261D

[Maxim and Increasing Subsequence · Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cqrcq's solution](#)

738.

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[cqrcq's solution](#)

739.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2025-07-29 · last AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing

[cqrcq's solution](#)

740.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[cqrcq's solution](#)

741.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[cqrcq's solution](#)

742.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cqrcq's solution](#)

743.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[cqrcq's solution](#)

744.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cqrcq's solution](#)

745.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcq's solution](#)

746.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[cqrcq's solution](#)

747.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2024-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[cqrcq's solution](#)

748.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[cqrcq's solution](#)

749.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[cqrcqr's solution](#)

750.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[cqrcqr's solution](#)

751.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[cqrcqr's solution](#)

752.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[cqrcqr's solution](#)

753.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[cqrcqr's solution](#)

754.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cqrcqr's solution](#)

755.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[cqrcqr's solution](#)

756.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[cqrcqr's solution](#)

757.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[cqrcqr's solution](#)

758.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[cqrcqr's solution](#)

759.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[cqrcqr's solution](#)

760.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cqrcqr's solution](#)

761.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics
[cqrcqr's solution](#)

762.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-07-06 · last AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[cqrcqr's solution](#)

763.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp
[cqrcqr's solution](#)

764.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[cqrcqr's solution](#)

765.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings
[cqrcqr's solution](#)

766.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[cqrcqr's solution](#)

767.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
[cqrcqr's solution](#)

768.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[cqrcqr's solution](#)

769.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[cqrcq's solution](#)

770.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[cqrcq's solution](#)

771.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cqrcq's solution](#)

772.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[cqrcq's solution](#)

773.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[cqrcq's solution](#)

774.

2124F2

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

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-08 · last AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqrcq's solution](#)

775.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[cqrcq's solution](#)

776.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[cqrcq's solution](#)

777.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[cqrcq's solution](#)

778.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[cqrcq's solution](#)

779.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[cqrcqr's solution](#)

780.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[cqrcqr's solution](#)

781.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[cqrcqr's solution](#)

782.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[cqrcqr's solution](#)

783.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[cqrcqr's solution](#)

784.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[cqrcqr's solution](#)

785.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[cqrcqr's solution](#)

786.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqrcqr's solution](#)

787.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[cqrcqr's solution](#)

788.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[cqrcqr's solution](#)

789.

763E

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

Quality: 552 global accepts · Rating: 2900 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[cqrcqr's solution](#)

790.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[cqrcqr's solution](#)

791.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[cqrcqr's solution](#)

792.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[cqrcqr's solution](#)

793.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[cqrcqr's solution](#)

794.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[cqrcqr's solution](#)

795.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[cqrcqr's solution](#)

796.

1609G

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

Quality: 484 global accepts · Rating: 3000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[cqrcqr's solution](#)

797.

2129E

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

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

[cqrcqr's solution](#)

798.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cqrcqr's solution](#)

799.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[cqrcq's solution](#)

800.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[cqrcq's solution](#)

801.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[cqrcq's solution](#)

802.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[cqrcq's solution](#)

803.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[cqrcq's solution](#)

804.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[cqrcq's solution](#)

805.

2097E

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

Quality: 277 global accepts · Rating: 3100 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[cqrcq's solution](#)

806.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, shortest paths
[cqrcq's solution](#)

807.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[cqrcq's solution](#)

808.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cqrcq's solution](#)

809.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees
[cqrcq's solution](#)

810.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy
[cqrcq's solution](#)

811.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cqrcq's solution](#)

812.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[cqrcq's solution](#)

813.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices
[cqrcq's solution](#)

814.

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-11-10 · last AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[cqrcq's solution](#)

815.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cqrcq's solution](#)

816.

2159D2

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

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[cqrcq's solution](#)

817.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[cqrcq's solution](#)

818.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cqrcq's solution](#)

819.

1515I

[Phoenix and Diamonds](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3400 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[cqrcq's solution](#)

820.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[cqrcq's solution](#)

821.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
[cqrcq's solution](#)

822.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[cqrcq's solution](#)

823.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings
[cqrcq's solution](#)

824.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[cqrcq's solution](#)

825.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[cqrcq's solution](#)

826.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[cqrcq's solution](#)

827.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers
[cqrcq's solution](#)

828.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers
[cqrcq's solution](#)

829.

2226B

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

Quality: 10,104 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[cqrcq's solution](#)

830.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,238 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

831.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[cqrcq's solution](#)

832.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[cqrcq's solution](#)

833.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[cqrcq's solution](#)

834.

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[cqrcq's solution](#)

835.

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cqrcq's solution](#)

836.

2222A

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

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[cqrcq's solution](#)

837.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[cqrcq's solution](#)

838.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math
[cqrcq's solution](#)

839.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[cqrcq's solution](#)

840.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[cqrcq's solution](#)

841.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,729 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cqrcq's solution](#)

842.

106241G

[Journey Around The World](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqrcq's solution](#)

843.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[cqrcq's solution](#)

844.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cqrcq's solution](#)

845.

2219D

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

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees
[cqrcq's solution](#)

846.

2219C

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

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[cqrcq's solution](#)

847.

2219B1

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

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[cqrcq's solution](#)

848.

2219B2

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

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[cqrcq's solution](#)

849.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[cqrcq's solution](#)

850.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqrcq's solution](#)

851.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqrcq's solution](#)

852.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqrcq's solution](#)

853.

102420C

[A > 0\\$C0,,:C ACâ AC\\$5Dt:C <C€](#)

Rating: — · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqrcq's solution](#)

854.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqrcq's solution](#)

855.

2168C

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

Quality: 876 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[cqrcq's solution](#)

856.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[cqrcq's solution](#)

857.

2168A2

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

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[cqrcq's solution](#)

858.

2168A1

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

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[cqrcq's solution](#)

859.

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqrcq's solution](#)

860.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqrcq's solution](#)

861.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqrcq's solution](#)

862.

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqrcq's solution](#)

863.

100291A

[Battleships](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · last AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqrcq's solution](#)

864.

101097F

[Meteors](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqrcq's solution](#)

865.

105644A

[And Xor Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqrcq's solution](#)

866.

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