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Unique solved — cran

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

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

Filters: none

Count: 548

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,839 global accepts · Rating: 800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[cran's solution](#)

2.

2218C

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

Quality: 26,495 global accepts · Rating: 800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cran's solution](#)

3.

2218B

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

Quality: 33,742 global accepts · Rating: 800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cran's solution](#)

4.

2218A

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

Quality: 34,988 global accepts · Rating: 800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math

[cran's solution](#)

5.

2211A

[Antimedial Deletion](#) · [Tutorial](#)

Quality: 16,098 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[cran's solution](#)

6.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,520 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cran's solution](#)

7.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: geometry, implementation

[cran's solution](#)

8.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,212 global accepts · Rating: 800 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: implementation

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9.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: implementation, math

[cran's solution](#)

10.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: implementation

[cran's solution](#)

11.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,459 global accepts · Rating: 800 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: implementation

[cran's solution](#)

12.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

13.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[cran's solution](#)

14.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,722 global accepts · Rating: 800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cran's solution](#)

15.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,109 global accepts · Rating: 800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

16.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cran's solution](#)

17.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[cran's solution](#)

18.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[cran's solution](#)

19.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[cran's solution](#)

20.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,156 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cran's solution](#)

21.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cran's solution](#)

22.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[cran's solution](#)

23.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[cran's solution](#)

24.

2179B

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

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[cran's solution](#)

25.

2179A

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Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[cran's solution](#)

26.

2091B

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Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[cran's solution](#)

27.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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28.

2158A

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Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[cran's solution](#)

29.

2164A

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Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[cran's solution](#)

30.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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31.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
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32.

2167A

[Square?](#) · [Tutorial](#)

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[cran's solution](#)

33.

2153B

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

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[cran's solution](#)

34.

2153A

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Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cran's solution](#)

35.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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36.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cran's solution](#)

37.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cran's solution](#)

38.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cran's solution](#)

39.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
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40.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cran's solution](#)

41.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cran's solution](#)

42.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cran's solution](#)

43.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[cran's solution](#)

44.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings
[cran's solution](#)

45.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[cran's solution](#)

46.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[cran's solution](#)

47.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cran's solution](#)

48.

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[cran's solution](#)

49.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[cran's solution](#)

50.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[cran's solution](#)

51.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, math, strings
[cran's solution](#)

52.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[cran's solution](#)

53.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[cran's solution](#)

54.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[cran's solution](#)

55.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[cran's solution](#)

56.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cran's solution](#)

57.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[cran's solution](#)

58.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[cran's solution](#)

59.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[cran's solution](#)

60.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[cran's solution](#)

61.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[cran's solution](#)

62.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[cran's solution](#)

63.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cran's solution](#)

64.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[cran's solution](#)

65.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[cran's solution](#)

66.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[cran's solution](#)

67.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cran's solution](#)

68.

2067A

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

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[cran's solution](#)

69.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

70.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

71.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[cran's solution](#)

72.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cran's solution](#)

73.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[cran's solution](#)

74.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cran's solution](#)

75.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[cran's solution](#)

76.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[cran's solution](#)

77.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[cran's solution](#)

78.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, strings

[cran's solution](#)

79.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cran's solution](#)

80.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cran's solution](#)

81.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cran's solution](#)

82.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cran's solution](#)

83.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cran's solution](#)

84.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cran's solution](#)

85.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[cran's solution](#)

86.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[cran's solution](#)

87.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[cran's solution](#)

88.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[cran's solution](#)

89.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[cran's solution](#)

90.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cran's solution](#)

91.

1942A

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

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

92.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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93.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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94.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
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- 95.**
1422A
[Fence](#) · [Tutorial](#)
Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[cran's solution](#)
- 96.**
1417A
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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 97.**
1409A
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Quality: 80,439 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cran's solution](#)
- 98.**
1397A
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[cran's solution](#)
- 99.**
1400A
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[cran's solution](#)
- 100.**
1392B
[Omkar and Infinity Clock](#) · [Tutorial](#)
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cran's solution](#)
- 101.**
1392A
[Omkar and Password](#) · [Tutorial](#)
Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cran's solution](#)
- 102.**
2209B
[Array](#) · [Tutorial](#)
Quality: 19,407 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[cran's solution](#)
- 103.**
2185C
[Shifted MEX](#) · [Tutorial](#)
Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[cran's solution](#)
- 104.**
2200C
[Specialty String](#) · [Tutorial](#)
Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[cran's solution](#)
- 105.**
2178B
[Impost or Sus](#) · [Tutorial](#)
Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[cran's solution](#)

106.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cran's solution](#)

107.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[cran's solution](#)

108.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

109.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[cran's solution](#)

110.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[cran's solution](#)

111.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[cran's solution](#)

112.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

113.

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cran's solution](#)

114.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[cran's solution](#)

115.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cran's solution](#)

116.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[cran's solution](#)

117.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[cran's solution](#)

118.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cran's solution](#)

119.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cran's solution](#)

120.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cran's solution](#)

121.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[cran's solution](#)

122.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cran's solution](#)

123.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

124.

2217B

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

Quality: 16,088 global accepts · Rating: 1000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cran's solution](#)

125.

2203B

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

Quality: 14,318 global accepts · Rating: 1000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[cran's solution](#)

126.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cran's solution](#)

127.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[cran's solution](#)

128.

2167D

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

Quality: 30,218 global accepts · Rating: 1000 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[cran's solution](#)

129.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cran's solution](#)

130.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cran's solution](#)

131.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cran's solution](#)

132.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[cran's solution](#)

133.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[cran's solution](#)

134.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cran's solution](#)

135.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cran's solution](#)

136.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[cran's solution](#)

137.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[cran's solution](#)

138.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cran's solution](#)

139.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[cran's solution](#)

140.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[cran's solution](#)

141.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[cran's solution](#)

142.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cran's solution](#)

143.

2218D

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

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cran's solution](#)

144.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[cran's solution](#)

145.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory

[cran's solution](#)

146.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[cran's solution](#)

147.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[cran's solution](#)

148.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[cran's solution](#)

149.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cran's solution](#)

150.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[cran's solution](#)

151.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[cran's solution](#)

152.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[cran's solution](#)

153.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[cran's solution](#)

154.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cran's solution](#)

155.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[cran's solution](#)

156.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[cran's solution](#)

157.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[cran's solution](#)

158.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[cran's solution](#)

159.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cran's solution](#)

160.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cran's solution](#)

161.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math
[cran's solution](#)

162.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cran's solution](#)

163.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cran's solution](#)

164.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cran's solution](#)

165.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[cran's solution](#)

166.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cran's solution](#)

167.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[cran's solution](#)

168.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

169.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[cran's solution](#)

170.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cran's solution](#)

171.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cran's solution](#)

172.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cran's solution](#)

173.

2218E

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

Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[cran's solution](#)

174.

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[cran's solution](#)

175.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: dp, implementation

[cran's solution](#)

176.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[cran's solution](#)

177.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[cran's solution](#)

178.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[cran's solution](#)

179.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[cran's solution](#)

180.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cran's solution](#)

181.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[cran's solution](#)

182.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[cran's solution](#)

183.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[cran's solution](#)

184.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[cran's solution](#)

185.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[cran's solution](#)

186.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings
[cran's solution](#)

187.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[cran's solution](#)

188.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[cran's solution](#)

189.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[cran's solution](#)

190.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[cran's solution](#)

191.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[cran's solution](#)

192.

1954C

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

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cran's solution](#)

193.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cran's solution](#)

194.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[cran's solution](#)

195.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[cran's solution](#)

196.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[cran's solution](#)

197.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cran's solution](#)

198.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cran's solution](#)

199.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math,

number theory

[cran's solution](#)

200.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[cran's solution](#)

201.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[cran's solution](#)

202.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[cran's solution](#)

203.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: binary search

[cran's solution](#)

204.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cran's solution](#)

205.

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cran's solution](#)

206.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[cran's solution](#)

207.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cran's solution](#)

208.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[cran's solution](#)

209.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[cran's solution](#)

210.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[cran's solution](#)

211.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cran's solution](#)

212.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[cran's solution](#)

213.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[cran's solution](#)

214.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[cran's solution](#)

215.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[cran's solution](#)

216.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[cran's solution](#)

217.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[cran's solution](#)

218.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[cran's solution](#)

219.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cran's solution](#)

220.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[cran's solution](#)

221.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[cran's solution](#)

222.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[cran's solution](#)

223.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[cran's solution](#)

224.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cran's solution](#)

225.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[cran's solution](#)

226.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[cran's solution](#)

227.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cran's solution](#)

228.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[cran's solution](#)

229.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, greedy, sortings

[cran's solution](#)

230.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[cran's solution](#)

231.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[cran's solution](#)

232.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cran's solution](#)

233.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[cran's solution](#)

234.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[cran's solution](#)

235.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[cran's solution](#)

236.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cran's solution](#)

237.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation, math

[cran's solution](#)

238.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

239.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[cran's solution](#)

240.

2067D

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

Rating: 1400 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[cran's solution](#)

241.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[cran's solution](#)

242.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[cran's solution](#)

243.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cran's solution](#)

244.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[cran's solution](#)

245.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[cran's solution](#)

246.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cran's solution](#)

247.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[cran's solution](#)

248.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cran's solution](#)

249.

2218F

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

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[cran's solution](#)

250.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[cran's solution](#)

251.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory, strings

[cran's solution](#)

252.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[cran's solution](#)

253.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cran's solution](#)

254.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[cran's solution](#)

255.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[cran's solution](#)

256.

2149E

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

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[cran's solution](#)

257.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[cran's solution](#)

258.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[cran's solution](#)

259.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[cran's solution](#)

260.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[cran's solution](#)

261.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[cran's solution](#)

262.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[cran's solution](#)

263.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[cran's solution](#)

264.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cran's solution](#)

265.

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[cran's solution](#)

266.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cran's solution](#)

267.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cran's solution](#)

268.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[cran's solution](#)

269.

2207C

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

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, dp, math

[cran's solution](#)

270.

2207B

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

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[cran's solution](#)

271.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cran's solution](#)

272.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[cran's solution](#)

273.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[cran's solution](#)

274.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[cran's solution](#)

275.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cran's solution](#)

276.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[cran's solution](#)

277.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cran's solution](#)

278.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[cran's solution](#)

279.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[cran's solution](#)

280.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[cran's solution](#)

281.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[cran's solution](#)

282.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[cran's solution](#)

283.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, ternary search
[cran's solution](#)

284.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[cran's solution](#)

285.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cran's solution](#)

286.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cran's solution](#)

287.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[cran's solution](#)

288.

1950F

[0. 1. 2. Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[cran's solution](#)

289.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cran's solution](#)

290.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[cran's solution](#)

291.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[cran's solution](#)

292.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[cran's solution](#)

293.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cran's solution](#)

294.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[cran's solution](#)

295.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[cran's solution](#)

296.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[cran's solution](#)

297.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[cran's solution](#)

298.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cran's solution](#)

299.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[cran's solution](#)

300.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[cran's solution](#)

301.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[cran's solution](#)

302.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[cran's solution](#)

303.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cran's solution](#)

304.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[cran's solution](#)

305.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[cran's solution](#)

306.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[cran's solution](#)

307.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[cran's solution](#)

308.

2007D

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

Rating: 1700 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs, greedy, trees

[cran's solution](#)

309.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[cran's solution](#)

310.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[cran's solution](#)

311.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[cran's solution](#)

312.

2053D

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

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

[cran's solution](#)

313.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[cran's solution](#)

314.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[cran's solution](#)

315.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[cran's solution](#)

316.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[cran's solution](#)

317.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[cran's solution](#)

318.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cran's solution](#)

319.

2218G

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

Quality: 3,633 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cran's solution](#)

320.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[cran's solution](#)

321.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cran's solution](#)

322.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[cran's solution](#)

323.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[cran's solution](#)

324.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[cran's solution](#)

325.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[cran's solution](#)

326.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[cran's solution](#)

327.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[cran's solution](#)

328.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[cran's solution](#)

329.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[cran's solution](#)

330.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, math

[cran's solution](#)

331.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[cran's solution](#)

332.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[cran's solution](#)

333.

2007E

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

Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[cran's solution](#)

334.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[cran's solution](#)

335.

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[cran's solution](#)

336.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[cran's solution](#)

337.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[cran's solution](#)

338.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[cran's solution](#)

339.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[cran's solution](#)

340.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cran's solution](#)

341.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[cran's solution](#)

342.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[cran's solution](#)

343.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[cran's solution](#)

344.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[cran's solution](#)

345.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[cran's solution](#)

346.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cran's solution](#)

347.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[cran's solution](#)

348.

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[cran's solution](#)

349.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[cran's solution](#)

350.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[cran's solution](#)

351.

2149F

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

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[cran's solution](#)

352.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices

[cran's solution](#)

353.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[cran's solution](#)

354.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[cran's solution](#)

355.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[cran's solution](#)

356.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cran's solution](#)

357.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[cran's solution](#)

358.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[cran's solution](#)

359.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cran's solution](#)

360.

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[cran's solution](#)

361.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[cran's solution](#)

362.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[cran's solution](#)

363.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math

[cran's solution](#)

364.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[cran's solution](#)

365.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[cran's solution](#)

366.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[cran's solution](#)

367.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[cran's solution](#)

368.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[cran's solution](#)

369.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[cran's solution](#)

370.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, math, sortings, two pointers

[cran's solution](#)

371.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[cran's solution](#)

372.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[cran's solution](#)

373.

2179F

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

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[cran's solution](#)

374.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[cran's solution](#)

375.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[cran's solution](#)

376.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[cran's solution](#)

377.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cran's solution](#)

378.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[cran's solution](#)

379.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[cran's solution](#)

380.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[cran's solution](#)

381.

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cran's solution](#)

382.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[cran's solution](#)

383.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy

[cran's solution](#)

384.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[cran's solution](#)

385.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[cran's solution](#)

386.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[cran's solution](#)

387.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[cran's solution](#)

388.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cran's solution](#)

389.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[cran's solution](#)

390.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[cran's solution](#)

391.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[cran's solution](#)

392.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[cran's solution](#)

393.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cran's solution](#)

394.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[cran's solution](#)

395.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[cran's solution](#)

396.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[cran's solution](#)

397.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[cran's solution](#)

398.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[cran's solution](#)

399.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[cran's solution](#)

400.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[cran's solution](#)

401.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[cran's solution](#)

402.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[cran's solution](#)

403.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[cran's solution](#)

404.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[cran's solution](#)

405.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[cran's solution](#)

406.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[cran's solution](#)

407.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[cran's solution](#)

408.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[cran's solution](#)

409.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[cran's solution](#)

410.

2179G

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

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
[cran's solution](#)

411.

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[cran's solution](#)

412.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[cran's solution](#)

413.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[cran's solution](#)

414.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[cran's solution](#)

415.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs
[cran's solution](#)

416.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[cran's solution](#)

417.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[cran's solution](#)

418.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[cran's solution](#)

419.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[cran's solution](#)

420.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[cran's solution](#)

421.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[cran's solution](#)

422.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[cran's solution](#)

423.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

424.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cran's solution](#)

425.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[cran's solution](#)

426.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[cran's solution](#)

427.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[cran's solution](#)

428.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[cran's solution](#)

429.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[cran's solution](#)

430.

2191E

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

Rating: 2300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, two pointers

[cran's solution](#)

431.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, trees

[cran's solution](#)

432.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[cran's solution](#)

433.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[cran's solution](#)

434.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[cran's solution](#)

435.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[cran's solution](#)

436.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[cran's solution](#)

437.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cran's solution](#)

438.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
[cran's solution](#)

439.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
[cran's solution](#)

440.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[cran's solution](#)

441.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[cran's solution](#)

442.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, hashing
[cran's solution](#)

443.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[cran's solution](#)

444.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
[cran's solution](#)

445.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[cran's solution](#)

446.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[cran's solution](#)

447.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cran's solution](#)

448.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[cran's solution](#)

449.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[cran's solution](#)

450.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
[cran's solution](#)

451.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[cran's solution](#)

452.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry
[cran's solution](#)

453.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
[cran's solution](#)

454.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math
[cran's solution](#)

455.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[cran's solution](#)

456.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-27 · last AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[cran's solution](#)

457.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[cran's solution](#)

458.

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, number theory
[cran's solution](#)

459.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees
[cran's solution](#)

460.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[cran's solution](#)

461.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[cran's solution](#)

462.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[cran's solution](#)

463.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[cran's solution](#)

464.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[cran's solution](#)

465.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cran's solution](#)

466.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[cran's solution](#)

467.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees
[cran's solution](#)

468.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry
[cran's solution](#)

469.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[cran's solution](#)

470.

2202F

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

Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[cran's solution](#)

471.

2201D

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

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[cran's solution](#)

472.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[cran's solution](#)

473.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[cran's solution](#)

474.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[cran's solution](#)

475.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory
[cran's solution](#)

476.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[cran's solution](#)

477.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[cran's solution](#)

478.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[cran's solution](#)

479.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[cran's solution](#)

480.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, trees

[cran's solution](#)

481.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[cran's solution](#)

482.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[cran's solution](#)

483.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[cran's solution](#)

484.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cran's solution](#)

485.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[cran's solution](#)

486.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[cran's solution](#)

487.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[cran's solution](#)

488.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[cran's solution](#)

489.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[cran's solution](#)

490.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[cran's solution](#)

491.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cran's solution](#)

492.

528C

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

Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[cran's solution](#)

493.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[cran's solution](#)

494.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[cran's solution](#)

495.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[cran's solution](#)

496.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[cran's solution](#)

497.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[cran's solution](#)

498.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[cran's solution](#)

499.

2122E

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

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[cran's solution](#)

500.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[cran's solution](#)

501.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[cran's solution](#)

502.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices

[cran's solution](#)

503.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[cran's solution](#)

504.

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[cran's solution](#)

505.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[cran's solution](#)

506.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[cran's solution](#)

507.

2116E

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

Rating: 2700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[cran's solution](#)

508.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[cran's solution](#)

509.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[cran's solution](#)

510.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[cran's solution](#)

511.

2147G

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

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[cran's solution](#)

512.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[cran's solution](#)

513.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[cran's solution](#)

514.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[cran's solution](#)

515.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,836 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cran's solution](#)

516.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[cran's solution](#)

517.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive

algorithms, data structures, greedy, implementation, two pointers

[cran's solution](#)

518.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,368 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cran's solution](#)

519.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,429 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cran's solution](#)

520.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cran's solution](#)

521.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[cran's solution](#)

522.

2226B

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

Quality: 10,104 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cran's solution](#)

523.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,238 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cran's solution](#)

524.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[cran's solution](#)

525.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[cran's solution](#)

526.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[cran's solution](#)

527.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[cran's solution](#)

528.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[cran's solution](#)

529.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[cran's solution](#)

530.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

531.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

532.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

533.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

534.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

535.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[cran's solution](#)

536.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

537.

2168C

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

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[cran's solution](#)

538.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cran's solution](#)

539.

2095C

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

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-21 · Python 2 (first AC) · Tags: *special, binary search, brute force
[cran's solution](#)

540.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-21 · Python 2 (first AC) · Tags: *special, string suffix structures
[cran's solution](#)

541.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cran's solution](#)

542.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cran's solution](#)

543.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[cran's solution](#)

544.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[cran's solution](#)

545.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cran's solution](#)

546.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[cran's solution](#)

547.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · Python 3 (first AC) · Tags: —
[cran's solution](#)

548.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · Python 3 (first AC) · Tags: —
[cran's solution](#)