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Unique solved — csyakuoi

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

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1.

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5.

1782A

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7.

1720B

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8.

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9.

1706A

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10.

1682A

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11.

1637A

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12.

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1615A

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18.

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20.

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23.

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25.

1461A

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1450A

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27.

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28.

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29.

1438A

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30.

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36.

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1987B

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44.

1515B

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1450B

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47.

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1195B

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50.

1195A

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1787B

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1706B

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54.

1682B

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1637B

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56.

1523B

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58.

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59.

1173B

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60.

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62.

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63.

1720C

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64.

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66.

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1592B

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69.

1530C

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70.

1517B

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71.

1496C

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72.

1491B

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73.

1200B

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74.

1191B

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75.

1768C

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76.

1711B

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77.

1615B

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78.

1470A

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79.

1466C

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80.

1447C

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81.

1187B

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1159B

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83.

1119B

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84.

2038L

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86.

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87.

1706C

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88.

1682C

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89.

1679C

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90.

1628A

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91.

1540A

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92.

1515C

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93.

1517C

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94.

1461B

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95.

1457C

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- 96.**
1355D
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1195C
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1191C
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1189C
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1630A
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[csyakuoi's solution](#)
- 104.**
1515D
[Phoenix and Socks](#) · [Tutorial](#)
Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[csyakuoi's solution](#)
- 105.**
1466D
[13th Labour of Heracles](#) · [Tutorial](#)
Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[csyakuoi's solution](#)
- 106.**
1461C
[Random Events](#) · [Tutorial](#)
Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[csyakuoi's solution](#)

107.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[csyakuoi's solution](#)

108.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[csyakuoi's solution](#)

109.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[csyakuoi's solution](#)

110.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[csyakuoi's solution](#)

111.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[csyakuoi's solution](#)

112.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[csyakuoi's solution](#)

113.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[csyakuoi's solution](#)

114.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[csyakuoi's solution](#)

115.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[csyakuoi's solution](#)

116.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[csyakuoi's solution](#)

117.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[csyakuoi's solution](#)

118.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[csyakuoi's solution](#)

119.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[csyakuoi's solution](#)

120.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[csyakuoi's solution](#)

121.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[csyakuoi's solution](#)

122.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, implementation

[csyakuoi's solution](#)

123.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[csyakuoi's solution](#)

124.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[csyakuoi's solution](#)

125.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: trees

[csyakuoi's solution](#)

126.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[csyakuoi's solution](#)

127.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[csyakuoi's solution](#)

128.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[csyakuoi's solution](#)

129.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[csyakuoi's solution](#)

130.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[csyakuoi's solution](#)

131.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[csyakuoi's solution](#)

132.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[csyakuoi's solution](#)

133.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[csyakuoi's solution](#)

134.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy, strings

[csyakuoi's solution](#)

135.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[csyakuoi's solution](#)

136.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[csyakuoi's solution](#)

137.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[csyakuoi's solution](#)

138.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[csyakuoi's solution](#)

139.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[csyakuoi's solution](#)

140.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[csyakuoi's solution](#)

141.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[csyakuoi's solution](#)

142.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[csyakuoi's solution](#)

143.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[csyakuoi's solution](#)

144.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[csyakuoi's solution](#)

145.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[csyakuoi's solution](#)

146.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[csyakuoi's solution](#)

147.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[csyakuoi's solution](#)

148.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[csyakuoi's solution](#)

149.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[csyakuoi's solution](#)

150.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[csyakuoi's solution](#)

151.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[csyakuoi's solution](#)

152.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[csyakuoi's solution](#)

153.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[csyakuoi's solution](#)

154.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[csyakuoi's solution](#)

155.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[csyakuoi's solution](#)

156.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[csyakuoi's solution](#)

157.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[csyakuoi's solution](#)

158.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[csyakuoi's solution](#)

159.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[csyakuoi's solution](#)

160.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[csyakuoi's solution](#)

161.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[csyakuoi's solution](#)

162.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[csyakuoi's solution](#)

163.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[csyakuoi's solution](#)

164.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[csyakuoi's solution](#)

165.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[csyakuoi's solution](#)

166.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[csyakuoi's solution](#)

167.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[csyakuoi's solution](#)

168.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[csyakuoi's solution](#)

169.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[csyakuoi's solution](#)

170.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games

[csyakuoi's solution](#)

171.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[csyakuoi's solution](#)

172.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[csyakuoi's solution](#)

173.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[csyakuoi's solution](#)

174.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[csyakuoi's solution](#)

175.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[csyakuoi's solution](#)

176.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

177.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[csyakuoi's solution](#)

178.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[csyakuoi's solution](#)

179.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[csyakuoi's solution](#)

180.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[csyakuoi's solution](#)

181.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[csyakuoi's solution](#)

182.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[csyakuoi's solution](#)

183.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[csyakuoi's solution](#)

184.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[csyakuoi's solution](#)

185.

1719E

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

Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, number theory

[csyakuoi's solution](#)

186.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[csyakuoi's solution](#)

187.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[csyakuoi's solution](#)

188.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[csyakuoi's solution](#)

189.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp

[csyakuoi's solution](#)

190.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

191.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[csyakuoi's solution](#)

192.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[csyakuoi's solution](#)

193.

1143E

[Lynryd Skynryd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[csyakuoi's solution](#)

194.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[csyakuoi's solution](#)

195.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[csyakuoi's solution](#)

196.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[csyakuoi's solution](#)

197.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[csyakuoi's solution](#)

198.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[csyakuoi's solution](#)

199.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[csyakuoi's solution](#)

200.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[csyakuoi's solution](#)

201.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[csyakuoi's solution](#)

202.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[csyakuoi's solution](#)

203.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[csyakuoi's solution](#)

204.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[csyakuoi's solution](#)

205.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[csyakuoi's solution](#)

206.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[csyakuoi's solution](#)

207.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[csyakuoi's solution](#)

208.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[csyakuoi's solution](#)

209.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[csyakuoi's solution](#)

210.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[csyakuoi's solution](#)

211.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[csyakuoi's solution](#)

212.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[csyakuoi's solution](#)

213.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[csyakuoi's solution](#)

214.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[csyakuoi's solution](#)

215.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[csyakuoi's solution](#)

216.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[csyakuoi's solution](#)

217.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[csyakuoi's solution](#)

218.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[csyakuoi's solution](#)

219.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[csyakuoi's solution](#)

220.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[csyakuoi's solution](#)

221.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[csyakuoi's solution](#)

222.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[csyakuoi's solution](#)

223.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[csyakuoi's solution](#)

224.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[csyakuoi's solution](#)

225.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[csyakuoi's solution](#)

226.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[csyakuoi's solution](#)

227.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[csyakuoi's solution](#)

228.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[csyakuoi's solution](#)

229.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[csyakuoi's solution](#)

230.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[csyakuoi's solution](#)

231.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[csyakuoi's solution](#)

232.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[csyakuoi's solution](#)

233.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths
[csyakuoi's solution](#)

234.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
[csyakuoi's solution](#)

235.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[csyakuoi's solution](#)

236.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[csyakuoi's solution](#)

237.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[csyakuoi's solution](#)

238.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[csyakuoi's solution](#)

239.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[csyakuoi's solution](#)

240.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[csyakuoi's solution](#)

241.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[csyakuoi's solution](#)

242.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[csyakuoi's solution](#)

243.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[csyakuoi's solution](#)

244.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[csyakuoi's solution](#)

245.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[csyakuoi's solution](#)

246.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[csyakuoi's solution](#)

247.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

248.

1204E

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[csyakuoi's solution](#)

249.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[csyakuoi's solution](#)

250.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[csyakuoi's solution](#)

251.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[csyakuoi's solution](#)

252.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[csyakuoi's solution](#)

253.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[csyakuoi's solution](#)

254.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[csyakuoi's solution](#)

255.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[csyakuoi's solution](#)

256.

1173E1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[csyakuoi's solution](#)

257.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[csyakuoi's solution](#)

258.

1738F

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

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

[csyakuoi's solution](#)

259.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[csyakuoi's solution](#)

260.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[csyakuoi's solution](#)

261.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[csyakuoi's solution](#)

262.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[csyakuoi's solution](#)

263.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[csyakuoi's solution](#)

264.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[csyakuoi's solution](#)

265.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[csyakuoi's solution](#)

266.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[csyakuoi's solution](#)

267.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[csyakuoi's solution](#)

268.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[csyakuoi's solution](#)

269.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[csyakuoi's solution](#)

270.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[csyakuoi's solution](#)

271.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[csyakuoi's solution](#)

272.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[csyakuoi's solution](#)

273.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, math, two pointers

[csyakuoi's solution](#)

274.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[csyakuoi's solution](#)

275.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[csyakuoi's solution](#)

276.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[csyakuoi's solution](#)

277.

1206E

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

Rating: 2400 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[csyakuoi's solution](#)

278.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: data structures, dp

[csyakuoi's solution](#)

279.

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[csyakuoi's solution](#)

280.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[csyakuoi's solution](#)

281.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[csyakuoi's solution](#)

282.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[csyakuoi's solution](#)

283.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[csyakuoi's solution](#)

284.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

285.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[csyakuoi's solution](#)

286.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[csyakuoi's solution](#)

287.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[csyakuoi's solution](#)

288.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[csyakuoi's solution](#)

289.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[csyakuoi's solution](#)

290.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[csyakuoi's solution](#)

291.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[csyakuoi's solution](#)

292.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[csyakuoi's solution](#)

293.

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[csyakuoi's solution](#)

294.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: dp

[csyakuoi's solution](#)

295.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[csyakuoi's solution](#)

296.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[csyakuoi's solution](#)

297.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[csyakuoi's solution](#)

298.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[csyakuoi's solution](#)

299.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[csyakuoi's solution](#)

300.

1189F

[Array Beauty](#) · [Tutorial](#)

Quality: 2500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

301.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[csyakuoi's solution](#)

302.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[csyakuoi's solution](#)

303.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[csyakuoi's solution](#)

304.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

305.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[csyakuoi's solution](#)

306.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[csyakuoi's solution](#)

307.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[csyakuoi's solution](#)

308.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[csyakuoi's solution](#)

309.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[csyakuoi's solution](#)

310.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[csyakuoi's solution](#)

311.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[csyakuoi's solution](#)

312.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[csyakuoi's solution](#)

313.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[csyakuoi's solution](#)

314.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[csyakuoi's solution](#)

315.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[csyakuoi's solution](#)

316.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[csyakuoi's solution](#)

317.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[csyakuoi's solution](#)

318.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[csyakuoi's solution](#)

319.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities
[csyakuoi's solution](#)

320.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[csyakuoi's solution](#)

321.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[csyakuoi's solution](#)

322.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[csyakuoi's solution](#)

323.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[csyakuoi's solution](#)

324.

1496F

[BFS Trees](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, shortest paths

[csyakuoi's solution](#)

325.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[csyakuoi's solution](#)

326.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[csyakuoi's solution](#)

327.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[csyakuoi's solution](#)

328.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[csyakuoi's solution](#)

329.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[csyakuoi's solution](#)

330.

1159F

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

Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[csyakuoi's solution](#)

331.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[csyakuoi's solution](#)

332.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

333.

1173E2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[csyakuoi's solution](#)

334.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[csyakuoi's solution](#)

335.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[csyakuoi's solution](#)

336.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[csyakuoi's solution](#)

337.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[csyakuoi's solution](#)

338.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[csyakuoi's solution](#)

339.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[csyakuoi's solution](#)

340.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[csyakuoi's solution](#)

341.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[csyakuoi's solution](#)

342.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[csyakuoi's solution](#)

343.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[csyakuoi's solution](#)

344.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[csyakuoi's solution](#)

345.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[csyakuoi's solution](#)

346.

1206F

[Almost All](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[csyakuoi's solution](#)

347.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[csyakuoi's solution](#)

348.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[csyakuoi's solution](#)

349.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[csyakuoi's solution](#)

350.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[csyakuoi's solution](#)

351.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[csyakuoi's solution](#)

352.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[csyakuoi's solution](#)

353.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: data structures

[csyakuoi's solution](#)

354.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[csyakuoi's solution](#)

355.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[csyakuoi's solution](#)

356.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[csyakuoi's solution](#)

357.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[csyakuoi's solution](#)

358.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[csyakuoi's solution](#)

359.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: greedy

[csyakuoi's solution](#)

360.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[csyakuoi's solution](#)

361.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[csyakuoi's solution](#)

362.

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[csyakuoi's solution](#)

363.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[csyakuoi's solution](#)

364.

1738G

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

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[csyakuoi's solution](#)

365.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[csyakuoi's solution](#)

366.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[csyakuoi's solution](#)

367.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[csyakuoi's solution](#)

368.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-05-16 · last AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[csyakuoi's solution](#)

369.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[csyakuoi's solution](#)

370.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[csyakuoi's solution](#)

371.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[csyakuoi's solution](#)

372.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[csyakuoi's solution](#)

373.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: binary search, math

[csyakuoi's solution](#)

374.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: flows

[csyakuoi's solution](#)

375.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: dp, games

[csyakuoi's solution](#)

376.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[csyakuoi's solution](#)

377.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[csyakuoi's solution](#)

378.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[csyakuoi's solution](#)

379.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[csyakuoi's solution](#)

380.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[csyakuoi's solution](#)

381.

1708F

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

Rating: 3000 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[csyakuoi's solution](#)

382.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[csyakuoi's solution](#)

383.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-05-24 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[csyakuoi's solution](#)

384.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[csyakuoi's solution](#)

385.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[csyakuoi's solution](#)

386.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[csyakuoi's solution](#)

387.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[csyakuoi's solution](#)

388.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[csyakuoi's solution](#)

389.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[csyakuoi's solution](#)

390.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[csyakuoi's solution](#)

391.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[csyakuoi's solution](#)

392.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[csyakuoi's solution](#)

393.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: two pointers

[csyakuoi's solution](#)

394.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[csyakuoi's solution](#)

395.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[csyakuoi's solution](#)

396.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[csyakuoi's solution](#)

397.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dp, math, matrices

[csyakuoi's solution](#)

398.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[csyakuoi's solution](#)

399.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths

[csyakuoi's solution](#)

400.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-04-12 · last AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[csyakuoi's solution](#)

401.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2021-05-31 · last AC: 2022-05-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[csyakuoi's solution](#)

402.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[csyakuoi's solution](#)

403.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[csyakuoi's solution](#)

404.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[csyakuoi's solution](#)

405.

453E

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

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[csyakuoi's solution](#)

406.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-09-12 · last AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[csyakuoi's solution](#)

407.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[csyakuoi's solution](#)

408.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: dp

[csyakuoi's solution](#)

409.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[csyakuoi's solution](#)

410.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[csyakuoi's solution](#)

411.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[csyakuoi's solution](#)

412.

1439D

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

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft

[csyakuoi's solution](#)

413.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[csyakuoi's solution](#)

414.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[csyakuoi's solution](#)

415.

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[csyakuoi's solution](#)

416.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2022-02-05 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: trees

[csyakuoi's solution](#)

417.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[csyakuoi's solution](#)

418.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[csyakuoi's solution](#)

419.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[csyakuoi's solution](#)

420.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[csyakuoi's solution](#)

421.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[csyakuoi's solution](#)

422.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[csyakuoi's solution](#)

423.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[csyakuoi's solution](#)

424.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: fft, math

[csyakuoi's solution](#)

425.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[csyakuoi's solution](#)

426.

1726G

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[csyakuoi's solution](#)

427.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[csyakuoi's solution](#)

428.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[csyakuoi's solution](#)

429.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math
[csyakuoi's solution](#)

430.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[csyakuoi's solution](#)

431.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings
[csyakuoi's solution](#)

432.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[csyakuoi's solution](#)

433.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[csyakuoi's solution](#)

434.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[csyakuoi's solution](#)

435.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory
[csyakuoi's solution](#)

436.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing
[csyakuoi's solution](#)

437.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: dp, math, number theory
[csyakuoi's solution](#)

438.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[csyakuoi's solution](#)

439.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
[csyakuoi's solution](#)

440.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures
[csyakuoi's solution](#)

441.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[csyakuoi's solution](#)

442.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[csyakuoi's solution](#)

443.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[csyakuoi's solution](#)

444.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, trees
[csyakuoi's solution](#)

445.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: games, interactive
[csyakuoi's solution](#)

446.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle
[csyakuoi's solution](#)

447.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[csyakuoi's solution](#)

448.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation
[csyakuoi's solution](#)

449.

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[csyakuoi's solution](#)

450.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[csyakuoi's solution](#)

451.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[csyakuoi's solution](#)

452.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers
[csyakuoi's solution](#)

453.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[csyakuoi's solution](#)

454.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math
[csyakuoi's solution](#)

455.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[csyakuoi's solution](#)

456.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[csyakuoi's solution](#)

457.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[csyakuoi's solution](#)

458.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[csyakuoi's solution](#)

459.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[csyakuoi's solution](#)

460.

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[csyakuoi's solution](#)

461.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[csyakuoi's solution](#)

462.

106252G

[Collision Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[csyakuoi's solution](#)

463.

106252H

[Cute Young Diagram Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[csyakuoi's solution](#)

464.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[csyakuoi's solution](#)

465.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[csyakuoi's solution](#)

466.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

467.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

468.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

469.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

470.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

471.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

472.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

473.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

474.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[csyakuoi's solution](#)

475.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[csyakuoi's solution](#)

476.

100965G

[Greetings, Belarus](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[csyakuoi's solution](#)