

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — cyx

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

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

Filters: none

Count: 1,095

1.

2211A

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

Quality: 16,074 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cyx's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[cyx's solution](#)

3.

2183A

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

Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[cyx's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[cyx's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[cyx's solution](#)

6.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cyx's solution](#)

7.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cyx's solution](#)

8.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[cyx's solution](#)

9.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[cyx's solution](#)

10.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,488 global accepts · Rating: 800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cyx's solution](#)

11.

2125A

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

Quality: 27,980 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[cyx's solution](#)

12.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cyx's solution](#)

13.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[cyx's solution](#)

14.

2124A

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

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cyx's solution](#)

15.

2109A

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

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cyx's solution](#)

16.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[cyx's solution](#)

17.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[cyx's solution](#)

18.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[cyx's solution](#)

19.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cyx's solution](#)

20.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,431 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cyx's solution](#)

21.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cyx's solution](#)

22.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[cyx's solution](#)

23.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cyx's solution](#)

24.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[cyx's solution](#)

25.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cyx's solution](#)

26.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

27.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[cyx's solution](#)

28.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cyx's solution](#)

29.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cyx's solution](#)

30.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,358 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cyx's solution](#)

31.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[cyx's solution](#)

32.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[cyx's solution](#)

33.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[cyx's solution](#)

34.

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
[cyx's solution](#)

35.

1945A

[Setting up Camp](#) · [Tutorial](#)

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

36.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[cyx's solution](#)

37.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[cyx's solution](#)

38.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cyx's solution](#)

39.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cyx's solution](#)

40.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,321 global accepts · Rating: 800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[cyx's solution](#)

41.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[cyx's solution](#)

- 42.**
1879A
[Rigged!](#) · [Tutorial](#)
Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cyx's solution](#)
- 43.**
1878B
[Aleksa and Stack](#) · [Tutorial](#)
Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cyx's solution](#)
- 44.**
1878A
[How Much Does Daytona Cost?](#) · [Tutorial](#)
Quality: 78,672 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cyx's solution](#)
- 45.**
1882A
[Increasing Sequence](#) · [Tutorial](#)
Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cyx's solution](#)
- 46.**
1873D
[1D Eraser](#) · [Tutorial](#)
Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[cyx's solution](#)
- 47.**
1873C
[Target Practice](#) · [Tutorial](#)
Quality: 69,993 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cyx's solution](#)
- 48.**
1873B
[Good Kid](#) · [Tutorial](#)
Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[cyx's solution](#)
- 49.**
1873A
[Short Sort](#) · [Tutorial](#)
Quality: 71,395 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cyx's solution](#)
- 50.**
1870A
[MEXanized Array](#) · [Tutorial](#)
Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cyx's solution](#)
- 51.**
1867A
[green gold dog, array and permutation](#) · [Tutorial](#)
Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[cyx's solution](#)
- 52.**
1872A
[Two Vessels](#) · [Tutorial](#)
Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[cyx's solution](#)

53.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cyx's solution](#)

54.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cyx's solution](#)

55.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,991 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[cyx's solution](#)

56.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[cyx's solution](#)

57.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,346 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[cyx's solution](#)

58.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,410 global accepts · Rating: 800 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[cyx's solution](#)

59.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,923 global accepts · Rating: 800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cyx's solution](#)

60.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cyx's solution](#)

61.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[cyx's solution](#)

62.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[cyx's solution](#)

63.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cyx's solution](#)

64.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,543 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cyx's solution](#)

65.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cyx's solution](#)

66.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cyx's solution](#)

67.

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cyx's solution](#)

68.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,463 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[cyx's solution](#)

69.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,632 global accepts · Rating: 800 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

70.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[cyx's solution](#)

71.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cyx's solution](#)

72.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cyx's solution](#)

73.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,544 global accepts · Rating: 800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[cyx's solution](#)

74.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cyx's solution](#)

75.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[cyx's solution](#)

76.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

77.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,491 global accepts · Rating: 800 · first AC: 2023-02-15 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cyx's solution](#)

78.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cyx's solution](#)

79.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

80.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cyx's solution](#)

81.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

82.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[cyx's solution](#)

83.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cyx's solution](#)

84.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

85.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

86.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cyx's solution](#)

87.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[cyx's solution](#)

88.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[cyx's solution](#)

89.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cyx's solution](#)

90.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

91.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[cyx's solution](#)

92.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[cyx's solution](#)

93.

1875A

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

Quality: 47,001 global accepts · Rating: 900 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cyx's solution](#)

94.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

95.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,650 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[cyx's solution](#)

96.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cyx's solution](#)

97.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[cyx's solution](#)

98.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cyx's solution](#)

99.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,813 global accepts · Rating: 900 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[cyx's solution](#)

100.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,387 global accepts · Rating: 900 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cyx's solution](#)

101.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[cyx's solution](#)

102.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cyx's solution](#)

103.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,646 global accepts · Rating: 900 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[cyx's solution](#)

104.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2023-02-15 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cyx's solution](#)

105.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[cyx's solution](#)

106.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cyx's solution](#)

107.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,275 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cyx's solution](#)

108.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cyx's solution](#)

109.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cyx's solution](#)

110.

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cyx's solution](#)

111.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[cyx's solution](#)

112.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

113.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cyx's solution](#)

114.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cyx's solution](#)

115.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cyx's solution](#)

116.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cyx's solution](#)

117.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

118.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,031 global accepts · Rating: 1000 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[cyx's solution](#)

119.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[cyx's solution](#)

120.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cyx's solution](#)

121.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[cyx's solution](#)

122.

2211B

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

Quality: 11,628 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[cyx's solution](#)

123.

2183B

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

Quality: 16,176 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

124.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cyx's solution](#)

125.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[cyx's solution](#)

126.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

127.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

games, greedy, math

[cyx's solution](#)

128.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

129.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cyx's solution](#)

130.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cyx's solution](#)

131.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[cyx's solution](#)

132.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[cyx's solution](#)

133.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[cyx's solution](#)

134.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[cyx's solution](#)

135.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

136.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[cyx's solution](#)

137.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

138.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cyx's solution](#)

139.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[cyx's solution](#)

140.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[cyx's solution](#)

141.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[cyx's solution](#)

142.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cyx's solution](#)

143.

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cyx's solution](#)

144.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees
[cyx's solution](#)

145.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[cyx's solution](#)

146.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,535 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cyx's solution](#)

147.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,460 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[cyx's solution](#)

148.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[cyx's solution](#)

149.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

150.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cyx's solution](#)

151.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[cyx's solution](#)

152.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cyx's solution](#)

153.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[cyx's solution](#)

154.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cyx's solution](#)

155.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[cyx's solution](#)

156.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[cyx's solution](#)

157.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[cyx's solution](#)

158.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cyx's solution](#)

159.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[cyx's solution](#)

160.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[cyx's solution](#)

161.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[cyx's solution](#)

162.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[cyx's solution](#)

163.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cyx's solution](#)

164.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[cyx's solution](#)

165.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cyx's solution](#)

166.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cyx's solution](#)

167.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[cyx's solution](#)

168.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings
[cyx's solution](#)

169.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[cyx's solution](#)

170.

2056C

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

Quality: 19,437 global accepts · Rating: 1200 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[cyx's solution](#)

171.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[cyx's solution](#)

172.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[cyx's solution](#)

173.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[cyx's solution](#)

174.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[cyx's solution](#)

175.

2002C

[Black Circles](#) · [Tutorial](#)

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

176.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cyx's solution](#)

177.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cyx's solution](#)

178.

1989B

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

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[cyx's solution](#)

179.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[cyx's solution](#)

180.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cyx's solution](#)

181.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cyx's solution](#)

182.

1945C

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

Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cyx's solution](#)

183.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[cyx's solution](#)

184.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[cyx's solution](#)

185.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cyx's solution](#)

186.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[cyx's solution](#)

187.

1875B

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

Rating: 1200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cyx's solution](#)

188.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[cyx's solution](#)

189.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[cyx's solution](#)

190.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[cyx's solution](#)

191.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cyx's solution](#)

192.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[cyx's solution](#)

193.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[cyx's solution](#)

194.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cyx's solution](#)

195.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2023-02-13 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cyx's solution](#)

196.

2211C1

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

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[cyx's solution](#)

197.

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cyx's solution](#)

198.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

199.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[cyx's solution](#)

200.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cyx's solution](#)

201.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cyx's solution](#)

202.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cyx's solution](#)

203.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[cyx's solution](#)

204.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

205.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[cyx's solution](#)

206.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[cyx's solution](#)

207.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[cyx's solution](#)

208.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[cyx's solution](#)

209.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graph matchings, implementation

[cyx's solution](#)

210.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cyx's solution](#)

211.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cyx's solution](#)

212.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[cyx's solution](#)

213.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cyx's solution](#)

214.

1881D

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

Quality: 28,432 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cyx's solution](#)

215.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[cyx's solution](#)

216.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[cyx's solution](#)

217.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cyx's solution](#)

218.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[cyx's solution](#)

219.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cyx's solution](#)

220.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[cyx's solution](#)

221.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[cyx's solution](#)

222.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cyx's solution](#)

223.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[cyx's solution](#)

224.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cyx's solution](#)

225.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cyx's solution](#)

226.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[cyx's solution](#)

227.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[cyx's solution](#)

228.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[cyx's solution](#)

229.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[cyx's solution](#)

230.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cyX's solution](#)

231.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[cyX's solution](#)

232.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[cyX's solution](#)

233.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[cyX's solution](#)

234.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[cyX's solution](#)

235.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[cyX's solution](#)

236.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cyX's solution](#)

237.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cyX's solution](#)

238.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2025-03-31 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[cyX's solution](#)

239.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

240.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[cyx's solution](#)

241.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[cyx's solution](#)

242.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[cyx's solution](#)

243.

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[cyx's solution](#)

244.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[cyx's solution](#)

245.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

246.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[cyx's solution](#)

247.

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[cyx's solution](#)

248.

1966C

[Everything Nim](#) · [Tutorial](#)

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

[cyx's solution](#)

249.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cyx's solution](#)

250.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[cyx's solution](#)

251.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[cyx's solution](#)

252.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[cyx's solution](#)

253.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[cyx's solution](#)

254.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cyx's solution](#)

255.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cyx's solution](#)

256.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-02-16 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[cyx's solution](#)

257.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[cyx's solution](#)

258.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cyx's solution](#)

259.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cyx's solution](#)

260.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2023-02-14 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[cyx's solution](#)

261.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,240 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[cyx's solution](#)

262.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

263.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

264.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cyx's solution](#)

265.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cyx's solution](#)

266.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[cyx's solution](#)

267.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[cyx's solution](#)

268.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cyx's solution](#)

269.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[cyx's solution](#)

270.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[cyx's solution](#)

271.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[cyx's solution](#)

272.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[cyx's solution](#)

273.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[cyx's solution](#)

274.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cyx's solution](#)

275.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[cyx's solution](#)

276.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[cyx's solution](#)

277.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cyx's solution](#)

278.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[cyx's solution](#)

279.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[cyx's solution](#)

280.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[cyx's solution](#)

281.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[cyx's solution](#)

282.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

283.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cyx's solution](#)

284.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cyx's solution](#)

285.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[cyx's solution](#)

286.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cyx's solution](#)

287.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[cyx's solution](#)

288.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[cyx's solution](#)

289.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings, trees

[cyx's solution](#)

290.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[cyx's solution](#)

291.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[cyx's solution](#)

292.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[cyx's solution](#)

293.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cyx's solution](#)

294.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cyx's solution](#)

295.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cyx's solution](#)

296.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[cyx's solution](#)

297.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cyx's solution](#)

298.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

299.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data

structures, dp

[cyx's solution](#)

300.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cyx's solution](#)

301.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[cyx's solution](#)

302.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[cyx's solution](#)

303.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[cyx's solution](#)

304.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[cyx's solution](#)

305.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[cyx's solution](#)

306.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[cyx's solution](#)

307.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[cyx's solution](#)

308.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[cyx's solution](#)

309.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures,

implementation

[cyx's solution](#)

310.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cyx's solution](#)

311.

977E

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

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cyx's solution](#)

312.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar

[cyx's solution](#)

313.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[cyx's solution](#)

314.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

315.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cyx's solution](#)

316.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[cyx's solution](#)

317.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[cyx's solution](#)

318.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[cyx's solution](#)

319.

1084C

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

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[cyx's solution](#)

320.

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[cyx's solution](#)

321.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[cyx's solution](#)

322.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[cyx's solution](#)

323.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cyx's solution](#)

324.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cyx's solution](#)

325.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,288 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cyx's solution](#)

326.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[cyx's solution](#)

327.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cyx's solution](#)

328.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[cyx's solution](#)

329.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[cyx's solution](#)

330.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[cyx's solution](#)

331.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[cyx's solution](#)

332.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-29 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[cyx's solution](#)

333.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[cyx's solution](#)

334.

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

335.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[cyx's solution](#)

336.

1917C

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

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[cyx's solution](#)

337.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cyx's solution](#)

338.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cyx's solution](#)

339.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[cyx's solution](#)

340.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[cyx's solution](#)

341.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cyx's solution](#)

342.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[cyx's solution](#)

343.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[cyx's solution](#)

344.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[cyx's solution](#)

345.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,957 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[cyx's solution](#)

346.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[cyx's solution](#)

347.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[cyx's solution](#)

348.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[cyx's solution](#)

349.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[cyx's solution](#)

350.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[cyx's solution](#)

351.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[cyx's solution](#)

352.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[cyx's solution](#)

353.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,421 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[cyx's solution](#)

354.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[cyx's solution](#)

355.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[cyx's solution](#)

356.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[cyx's solution](#)

357.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cyx's solution](#)

358.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-09 · last AC: 2024-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math
[cyx's solution](#)

359.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cyx's solution](#)

360.

1886C

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

Quality: 16,606 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cyx's solution](#)

361.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[cyx's solution](#)

362.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[cyx's solution](#)

363.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[cyx's solution](#)

364.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cyx's solution](#)

365.

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2023-04-12 · last AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cyx's solution](#)

366.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
[cyx's solution](#)

367.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[cyx's solution](#)

368.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings
[cyx's solution](#)

369.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2023-02-15 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cyx's solution](#)

370.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[cyx's solution](#)

371.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[cyx's solution](#)

372.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games
[cyx's solution](#)

373.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[cyx's solution](#)

374.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cyx's solution](#)

375.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[cyx's solution](#)

376.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[cyx's solution](#)

377.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[cyx's solution](#)

378.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[cyx's solution](#)

379.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[cyx's solution](#)

380.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, interactive
[cyx's solution](#)

381.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cyx's solution](#)

382.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[cyx's solution](#)

383.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[cyx's solution](#)

384.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[cyx's solution](#)

385.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[cyx's solution](#)

386.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[cyx's solution](#)

387.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[cyx's solution](#)

388.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[cyx's solution](#)

389.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[cyx's solution](#)

390.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cyx's solution](#)

391.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[cyx's solution](#)

392.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[cyx's solution](#)

393.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[cyx's solution](#)

394.

2112D

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

Quality: 9,441 global accepts · Rating: 1700 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[cyx's solution](#)

395.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[cyx's solution](#)

396.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[cyx's solution](#)

397.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[cyx's solution](#)

398.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[cyx's solution](#)

399.

1700C

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

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[cyx's solution](#)

400.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[cyx's solution](#)

401.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[cyx's solution](#)

402.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[cyx's solution](#)

403.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[cyx's solution](#)

404.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[cyx's solution](#)

405.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-29 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[cyx's solution](#)

406.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[cyx's solution](#)

407.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cyx's solution](#)

408.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[cyx's solution](#)

409.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[cyx's solution](#)

410.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[cyx's solution](#)

411.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[cyx's solution](#)

412.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cyx's solution](#)

413.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cyx's solution](#)

414.

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[cyx's solution](#)

415.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cyx's solution](#)

416.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[cyx's solution](#)

417.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[cyx's solution](#)

418.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[cyx's solution](#)

419.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy

[cyx's solution](#)

420.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[cyx's solution](#)

421.

605B

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Quality: 3,849 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[cyx's solution](#)

422.

1983D

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Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[cyX's solution](#)

423.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[cyX's solution](#)

424.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cyX's solution](#)

425.

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[cyX's solution](#)

426.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[cyX's solution](#)

427.

1945E

[Binary Search](#) · [Tutorial](#)

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

[cyX's solution](#)

428.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[cyX's solution](#)

429.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[cyX's solution](#)

430.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[cyX's solution](#)

431.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs,

trees

[cyx's solution](#)

432.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[cyx's solution](#)

433.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[cyx's solution](#)

434.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2022-12-17 · last AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cyx's solution](#)

435.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[cyx's solution](#)

436.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[cyx's solution](#)

437.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cyx's solution](#)

438.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[cyx's solution](#)

439.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[cyx's solution](#)

440.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[cyx's solution](#)

441.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cyx's solution](#)

442.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

443.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

444.

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[cyx's solution](#)

445.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[cyx's solution](#)

446.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cyx's solution](#)

447.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[cyx's solution](#)

448.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cyx's solution](#)

449.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[cyx's solution](#)

450.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[cyx's solution](#)

451.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[cyx's solution](#)

452.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[cyx's solution](#)

453.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[cyx's solution](#)

454.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cyx's solution](#)

455.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cyx's solution](#)

456.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[cyx's solution](#)

457.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[cyx's solution](#)

458.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[cyx's solution](#)

459.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[cyx's solution](#)

460.

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[cyx's solution](#)

461.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[cyx's solution](#)

462.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[cyx's solution](#)

463.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[cyx's solution](#)

464.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · last AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[cyx's solution](#)

465.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[cyx's solution](#)

466.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[cyx's solution](#)

467.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[cyx's solution](#)

468.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[cyx's solution](#)

469.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cyx's solution](#)

470.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[cyx's solution](#)

471.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[cyx's solution](#)

472.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory
[cyx's solution](#)

473.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[cyx's solution](#)

474.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[cyx's solution](#)

475.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[cyx's solution](#)

476.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,043 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[cyx's solution](#)

477.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[cyx's solution](#)

478.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[cyx's solution](#)

479.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[cyx's solution](#)

480.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, trees
[cyx's solution](#)

481.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[cyx's solution](#)

482.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[cyx's solution](#)

483.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[cyx's solution](#)

484.

1196E

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

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cyx's solution](#)

485.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

486.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[cyx's solution](#)

487.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cyx's solution](#)

488.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[cyx's solution](#)

489.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[cyx's solution](#)

490.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[cyx's solution](#)

491.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[cyx's solution](#)

492.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[cyx's solution](#)

493.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[cyx's solution](#)

494.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-03-16 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[cyx's solution](#)

495.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[cyx's solution](#)

496.

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[cyx's solution](#)

497.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[cyx's solution](#)

498.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,900 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[cyx's solution](#)

499.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[cyx's solution](#)

500.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cyx's solution](#)

501.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings
[cyx's solution](#)

502.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[cyx's solution](#)

503.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cyx's solution](#)

504.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[cyx's solution](#)

505.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cyx's solution](#)

506.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[cyx's solution](#)

507.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[cyx's solution](#)

508.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[cyx's solution](#)

509.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings

[cyx's solution](#)

510.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cyx's solution](#)

511.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[cyx's solution](#)

512.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[cyx's solution](#)

513.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[cyx's solution](#)

514.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[cyx's solution](#)

515.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,621 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cyx's solution](#)

516.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[cyx's solution](#)

517.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[cyx's solution](#)

518.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cyx's solution](#)

519.

2094H

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

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[cyx's solution](#)

520.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[cyx's solution](#)

521.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[cyx's solution](#)

522.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[cyx's solution](#)

523.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cyx's solution](#)

524.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[cyx's solution](#)

525.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[cyx's solution](#)

526.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[cyx's solution](#)

527.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[cyx's solution](#)

528.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[cyx's solution](#)

529.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cyx's solution](#)

530.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[cyx's solution](#)

531.

25D

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

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[cyx's solution](#)

532.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[cyx's solution](#)

533.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

534.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[cyx's solution](#)

535.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[cyx's solution](#)

536.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[cyx's solution](#)

537.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[cyx's solution](#)

538.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[cyx's solution](#)

539.

294C

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

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[cyx's solution](#)

540.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[cyx's solution](#)

541.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[cyx's solution](#)

542.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[cyx's solution](#)

543.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cyx's solution](#)

544.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[cyx's solution](#)

545.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[cyx's solution](#)

546.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cyx's solution](#)

547.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cyx's solution](#)

548.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[cyx's solution](#)

549.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[cyx's solution](#)

550.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[cyx's solution](#)

551.

1184E1

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

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[cyx's solution](#)

552.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[cyx's solution](#)

553.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[cyx's solution](#)

554.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[cyx's solution](#)

555.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[cyx's solution](#)

556.

14D

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Quality: 5,284 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[cyx's solution](#)

557.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[cyx's solution](#)

558.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[cyx's solution](#)

559.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[cyx's solution](#)

560.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[cyx's solution](#)

561.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[cyx's solution](#)

562.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 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

[cyx's solution](#)

563.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cyx's solution](#)

564.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[cyx's solution](#)

565.

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[cyx's solution](#)

566.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[cyx's solution](#)

567.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[cyx's solution](#)

568.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[cyx's solution](#)

569.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[cyx's solution](#)

570.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cyx's solution](#)

571.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[cyx's solution](#)

572.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[cyx's solution](#)

573.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cyx's solution](#)

574.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[cyx's solution](#)

575.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[cyx's solution](#)

576.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[cyx's solution](#)

577.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-02-15 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cyx's solution](#)

578.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[cyx's solution](#)

579.

2215B

[RReepppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[cyx's solution](#)

580.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[cyx's solution](#)

581.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[cyx's solution](#)

582.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[cyx's solution](#)

583.

2178E

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

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

584.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[cyx's solution](#)

585.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[cyx's solution](#)

586.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,105 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[cyx's solution](#)

587.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
[cyx's solution](#)

588.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cyx's solution](#)

589.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cyx's solution](#)

590.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[cyx's solution](#)

591.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[cyx's solution](#)

592.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[cyx's solution](#)

593.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[cyx's solution](#)

594.

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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595.

2114F

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Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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596.

1521C

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597.

1830B

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598.

1613E

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599.

2096D

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600.

2103D

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601.

2085D

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Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

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602.

2075D

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603.

1716D

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604.

1536D

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605.

1288E

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606.

1320C

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607.

842D

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608.

2061E

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609.

2062E1

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610.

2055D

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611.

2057D

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612.

2051F

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Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[cyx's solution](#)

613.

761E

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Quality: 2,373 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cyx's solution](#)

614.

2B

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Quality: 12,948 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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615.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

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616.

366D

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Quality: 1,722 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[cyx's solution](#)

617.

659F

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Quality: 1,954 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[cyx's solution](#)

618.

1851G

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Quality: 4,045 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[cyx's solution](#)

619.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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620.

958A2

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Quality: 1,058 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

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621.

1385E

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Quality: 9,037 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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622.

1131D

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Quality: 3,635 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
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623.

367C

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624.

666B

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625.

379D

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Quality: 1,664 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
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626.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy
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627.

1976D

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Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
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628.

855C

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Quality: 2,405 global accepts · Rating: 2000 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
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629.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
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630.

1881G

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Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[cyx's solution](#)

631.

117C

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Quality: 2,962 global accepts · Rating: 2000 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[cyx's solution](#)

632.

1454E

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Quality: 6,619 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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633.

1872G

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Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
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634.

1857G

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Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
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635.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[cyx's solution](#)

636.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cyx's solution](#)

637.

999E

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Quality: 7,853 global accepts · Rating: 2000 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
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638.

2207E1

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

Quality: 1,664 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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639.

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
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640.

2183D2

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Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[cyx's solution](#)

641.

1775E

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642.

1886D

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643.

1516D

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[cyX's solution](#)

644.

1810E

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645.

2159B

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646.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

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647.

1363D

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Quality: 4,415 global accepts · Rating: 2100 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

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648.

2150C

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649.

1684E

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650.

1553E

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651.

1778D

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652.

1801D

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graphs, greedy, shortest paths, sortings

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653.

1790F

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654.

1499D

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655.

771C

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656.

875C

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657.

2000G

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658.

1213F

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Quality: 3,020 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

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659.

571A

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660.

1077F2

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661.

1913D

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Quality: 4,145 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

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662.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math,

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663.

1863E

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664.

1626D

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[cyx's solution](#)

665.

2119D

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[cyx's solution](#)

666.

2124E

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Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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667.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · last AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[cyx's solution](#)

668.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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669.

2107D

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Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[cyx's solution](#)

670.

2092E

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Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[cyx's solution](#)

671.

2037F

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Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

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672.

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[cyx's solution](#)

673.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[cyx's solution](#)

674.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

675.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cyx's solution](#)

676.

1000E

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Quality: 6,506 global accepts · Rating: 2100 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cyx's solution](#)

677.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cyx's solution](#)

678.

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[cyx's solution](#)

679.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[cyx's solution](#)

680.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

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681.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cyx's solution](#)

682.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[cyx's solution](#)

683.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[cyx's solution](#)

684.

2040E

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Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[cyx's solution](#)

685.

2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[cyx's solution](#)

686.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cyx's solution](#)

687.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

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688.

609E

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Quality: 10,272 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[cyx's solution](#)

689.

1184E2

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

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[cyx's solution](#)

690.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[cyx's solution](#)

691.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[cyx's solution](#)

692.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

693.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cyx's solution](#)

694.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[cyx's solution](#)

695.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cyx's solution](#)

696.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[cyx's solution](#)

697.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

698.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[cyx's solution](#)

699.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

700.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cyx's solution](#)

701.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[cyx's solution](#)

702.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[cyx's solution](#)

703.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[cyX's solution](#)

704.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[cyX's solution](#)

705.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[cyX's solution](#)

706.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[cyX's solution](#)

707.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[cyX's solution](#)

708.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[cyX's solution](#)

709.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[cyX's solution](#)

710.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[cyX's solution](#)

711.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[cyX's solution](#)

712.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[cyX's solution](#)

713.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cyX's solution](#)

714.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[cyX's solution](#)

715.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[cyX's solution](#)

716.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyX's solution](#)

717.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[cyX's solution](#)

718.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[cyX's solution](#)

719.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[cyX's solution](#)

720.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[cyX's solution](#)

721.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[cyX's solution](#)

722.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graph matchings, graphs, greedy, trees

[cyx's solution](#)

723.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[cyx's solution](#)

724.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[cyx's solution](#)

725.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[cyx's solution](#)

726.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[cyx's solution](#)

727.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[cyx's solution](#)

728.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cyx's solution](#)

729.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[cyx's solution](#)

730.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[cyx's solution](#)

731.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[cyx's solution](#)

732.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[cyx's solution](#)

733.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[cyx's solution](#)

734.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[cyx's solution](#)

735.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[cyx's solution](#)

736.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[cyx's solution](#)

737.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[cyx's solution](#)

738.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[cyx's solution](#)

739.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[cyx's solution](#)

740.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[cyx's solution](#)

741.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[cyx's solution](#)

742.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[cyx's solution](#)

743.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[cyx's solution](#)

744.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cyx's solution](#)

745.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-29 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[cyx's solution](#)

746.

1867E2

[Salg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-03-18 · last AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[cyx's solution](#)

747.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[cyx's solution](#)

748.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

749.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[cyx's solution](#)

750.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[cyx's solution](#)

751.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[cyx's solution](#)

752.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[cyx's solution](#)

753.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[cyx's solution](#)

754.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cyx's solution](#)

755.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[cyx's solution](#)

756.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[cyx's solution](#)

757.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cyx's solution](#)

758.

954I

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

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[cyx's solution](#)

759.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[cyx's solution](#)

760.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[cyx's solution](#)

761.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[cyx's solution](#)

762.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[cyx's solution](#)

763.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[cyx's solution](#)

764.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[cyx's solution](#)

765.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[cyx's solution](#)

766.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[cyx's solution](#)

767.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[cyx's solution](#)

768.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[cyx's solution](#)

769.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[cyx's solution](#)

770.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cyx's solution](#)

771.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[cyx's solution](#)

772.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2026-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[cyx's solution](#)

773.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[cyx's solution](#)

774.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[cyx's solution](#)

775.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[cyx's solution](#)

776.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[cyx's solution](#)

777.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · last AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[cyx's solution](#)

778.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[cyx's solution](#)

779.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[cyx's solution](#)

780.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cyx's solution](#)

781.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[cyx's solution](#)

782.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[cyx's solution](#)

783.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[cyx's solution](#)

784.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
[cyx's solution](#)

785.

1699D

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

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[cyx's solution](#)

786.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[cyx's solution](#)

787.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy
[cyx's solution](#)

788.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[cyx's solution](#)

789.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[cyx's solution](#)

790.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math
[cyx's solution](#)

791.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[cyx's solution](#)

792.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cyx's solution](#)

793.

2124F1

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

Quality: 1,564 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cyx's solution](#)

794.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[cyx's solution](#)

795.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

796.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[cyx's solution](#)

797.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[cyx's solution](#)

798.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[cyx's solution](#)

799.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[cyx's solution](#)

800.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[cyx's solution](#)

801.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[cyx's solution](#)

802.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[cyx's solution](#)

803.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[cyx's solution](#)

804.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings
[cyx's solution](#)

805.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
[cyx's solution](#)

806.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[cyx's solution](#)

807.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[cyx's solution](#)

808.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[cyx's solution](#)

809.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[cyx's solution](#)

810.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[cyx's solution](#)

811.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[cyx's solution](#)

812.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[cyx's solution](#)

813.

2043E

[Matrix Transformation · Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[cyx's solution](#)

814.

884D

[Boxes And Balls · Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cyx's solution](#)

815.

1540B

[Tree Array · Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[cyx's solution](#)

816.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[cyx's solution](#)

817.

1009F

[Dominant Indices · Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[cyx's solution](#)

818.

451E

[Devu and Flowers · Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[cyx's solution](#)

819.

993E

[Nikita and Order Statistics · Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[cyx's solution](#)

820.

1394B

[Boboniu Walks on Graph · Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[cyx's solution](#)

821.

585D

[Lizard Era: Beginning · Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[cyx's solution](#)

822.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[cyx's solution](#)

823.

623B

[Array GCD · Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[cyx's solution](#)

824.

1276C

[Beautiful Rectangle · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[cyx's solution](#)

825.

1989E

[Distance to Different · Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

826.

1139D

[Steps to One · Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[cyx's solution](#)

827.

1933G

[Turtle Magic: Royal Turtle Shell Pattern · Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[cyx's solution](#)

828.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[cyx's solution](#)

829.

2211F

[Learning Binary Search · Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[cyx's solution](#)

830.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[cyx's solution](#)

831.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[cyx's solution](#)

832.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[cyx's solution](#)

833.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[cyx's solution](#)

834.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[cyx's solution](#)

835.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-13 · last AC: 2025-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[cyx's solution](#)

836.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-28 · last AC: 2025-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[cyx's solution](#)

837.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[cyx's solution](#)

838.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[cyx's solution](#)

839.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[cyx's solution](#)

840.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cyx's solution](#)

841.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[cyx's solution](#)

842.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-10-08 · last AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[cyx's solution](#)

843.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[cyx's solution](#)

844.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[cyx's solution](#)

845.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cyx's solution](#)

846.

1629F2

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

Rating: 2400 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[cyx's solution](#)

847.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[cyx's solution](#)

848.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-09-05 · last AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[cyx's solution](#)

849.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[cyx's solution](#)

850.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[cyx's solution](#)

851.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing,

implementation, trees

[cyx's solution](#)

852.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[cyx's solution](#)

853.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cyx's solution](#)

854.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[cyx's solution](#)

855.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cyx's solution](#)

856.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[cyx's solution](#)

857.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[cyx's solution](#)

858.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[cyx's solution](#)

859.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[cyx's solution](#)

860.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[cyx's solution](#)

861.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cyx's solution](#)

862.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[cyx's solution](#)

863.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cyx's solution](#)

864.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[cyx's solution](#)

865.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cyx's solution](#)

866.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[cyx's solution](#)

867.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[cyx's solution](#)

868.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[cyx's solution](#)

869.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[cyx's solution](#)

870.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[cyx's solution](#)

871.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[cyx's solution](#)

872.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft
[cyx's solution](#)

873.

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-08-21 · last AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[cyx's solution](#)

874.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[cyx's solution](#)

875.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[cyx's solution](#)

876.

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[cyx's solution](#)

877.

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[cyx's solution](#)

878.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[cyx's solution](#)

879.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing
[cyx's solution](#)

880.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees
[cyx's solution](#)

881.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[cyx's solution](#)

882.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[cyx's solution](#)

883.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[cyx's solution](#)

884.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[cyx's solution](#)

885.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cyx's solution](#)

886.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[cyx's solution](#)

887.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[cyx's solution](#)

888.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[cyx's solution](#)

889.

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[cyx's solution](#)

890.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[cyx's solution](#)

891.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[cyx's solution](#)

892.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cyx's solution](#)

893.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[cyx's solution](#)

894.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cyx's solution](#)

895.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[cyx's solution](#)

896.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · last AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[cyx's solution](#)

897.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[cyx's solution](#)

898.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · last AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[cyx's solution](#)

899.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[cyx's solution](#)

900.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[cyx's solution](#)

901.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[cyx's solution](#)

902.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[cyx's solution](#)

903.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[cyx's solution](#)

904.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[cyx's solution](#)

905.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math
[cyx's solution](#)

906.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cyx's solution](#)

907.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[cyx's solution](#)

908.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[cyx's solution](#)

909.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation
[cyx's solution](#)

910.

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[cyx's solution](#)

911.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[cyx's solution](#)

912.

2133E

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

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cyx's solution](#)

913.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cyx's solution](#)

914.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[cyx's solution](#)

915.

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cyx's solution](#)

916.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cyx's solution](#)

917.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[cyx's solution](#)

918.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[cyx's solution](#)

919.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[cyx's solution](#)

920.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[cyx's solution](#)

921.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[cyx's solution](#)

922.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[cyx's solution](#)

923.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[cyx's solution](#)

924.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cyx's solution](#)

925.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[cyx's solution](#)

926.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[cyx's solution](#)

927.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[cyx's solution](#)

928.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cyx's solution](#)

929.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[cyx's solution](#)

930.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[cyx's solution](#)

931.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[cyx's solution](#)

932.

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[cyx's solution](#)

933.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[cyx's solution](#)

934.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[cyx's solution](#)

935.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cyx's solution](#)

936.

1945G

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

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
[cyx's solution](#)

937.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings
[cyx's solution](#)

938.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[cyx's solution](#)

939.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[cyx's solution](#)

940.

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[cyx's solution](#)

941.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory
[cyx's solution](#)

942.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[cyx's solution](#)

943.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[cyx's solution](#)

944.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · last AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cyx's solution](#)

945.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[cyx's solution](#)

946.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[cyx's solution](#)

947.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cyx's solution](#)

948.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[cyx's solution](#)

949.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[cyx's solution](#)

950.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
[cyx's solution](#)

951.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
[cyx's solution](#)

952.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[cyx's solution](#)

953.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2025-12-09 · last AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[cyx's solution](#)

954.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[cyx's solution](#)

955.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[cyx's solution](#)

956.

2122E

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

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[cyx's solution](#)

957.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

958.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[cyx's solution](#)

959.

2107E

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

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[cyx's solution](#)

960.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[cyx's solution](#)

961.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[cyx's solution](#)

962.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[cyx's solution](#)

963.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[cyx's solution](#)

964.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[cyx's solution](#)

965.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cyx's solution](#)

966.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[cyx's solution](#)

967.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[cyx's solution](#)

968.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[cyx's solution](#)

969.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cyx's solution](#)

970.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[cyx's solution](#)

971.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[cyx's solution](#)

972.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[cyx's solution](#)

973.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cyx's solution](#)

974.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[cyx's solution](#)

975.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cyx's solution](#)

976.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[cyx's solution](#)

977.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[cyx's solution](#)

978.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[cyx's solution](#)

979.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[cyx's solution](#)

980.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[cyx's solution](#)

981.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[cyx's solution](#)

982.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[cyx's solution](#)

983.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[cyx's solution](#)

984.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[cyx's solution](#)

985.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[cyx's solution](#)

986.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[cyx's solution](#)

987.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[cyx's solution](#)

988.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[cyx's solution](#)

989.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cyx's solution](#)

990.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[cyx's solution](#)

991.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cyx's solution](#)

992.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cyx's solution](#)

993.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[cyx's solution](#)

994.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[cyx's solution](#)

995.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[cyx's solution](#)

996.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cyx's solution](#)

997.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[cyx's solution](#)

998.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[cyx's solution](#)

999.

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[cyx's solution](#)

1000.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[cyx's solution](#)

1001.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[cyx's solution](#)

1002.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[cyx's solution](#)**1003.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[cyx's solution](#)**1004.**

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[cyx's solution](#)**1005.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[cyx's solution](#)**1006.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[cyx's solution](#)**1007.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)**1008.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-07-29 · last AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[cyx's solution](#)**1009.**

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[cyx's solution](#)**1010.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[cyx's solution](#)**1011.**

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[cyx's solution](#)

1012.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[cyx's solution](#)**1013.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[cyx's solution](#)**1014.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[cyx's solution](#)**1015.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[cyx's solution](#)**1016.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cyx's solution](#)**1017.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[cyx's solution](#)**1018.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[cyx's solution](#)**1019.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures

[cyx's solution](#)**1020.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[cyx's solution](#)**1021.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[cyx's solution](#)

1022.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[cyx's solution](#)

1023.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[cyx's solution](#)

1024.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cyx's solution](#)

1025.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[cyx's solution](#)

1026.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cyx's solution](#)

1027.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

1028.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[cyx's solution](#)

1029.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-12-28 · last AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[cyx's solution](#)

1030.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[cyx's solution](#)

1031.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cyx's solution](#)

1032.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[cyx's solution](#)

1033.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[cyx's solution](#)

1034.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[cyx's solution](#)

1035.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[cyx's solution](#)

1036.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees
[cyx's solution](#)

1037.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[cyx's solution](#)

1038.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings
[cyx's solution](#)

1039.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[cyx's solution](#)

1040.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings
[cyx's solution](#)

1041.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths
[cyx's solution](#)

1042.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cyx's solution](#)

1043.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[cyx's solution](#)

1044.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-01 · last AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

1045.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[cyx's solution](#)

1046.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cyx's solution](#)

1047.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[cyx's solution](#)

1048.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[cyx's solution](#)

1049.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[cyx's solution](#)

1050.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[cyx's solution](#)

1051.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[cyx's solution](#)

1052.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy
[cyx's solution](#)

1053.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[cyx's solution](#)

1054.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[cyx's solution](#)

1055.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[cyx's solution](#)

1056.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[cyx's solution](#)

1057.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[cyx's solution](#)

1058.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[cyx's solution](#)

1059.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[cyx's solution](#)

1060.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy
[cyx's solution](#)

1061.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math
[cyx's solution](#)

1062.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cyx's solution](#)

1063.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cyx's solution](#)

1064.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[cyx's solution](#)

1065.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[cyx's solution](#)

1066.

986F

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

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[cyx's solution](#)

1067.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[cyx's solution](#)

1068.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[cyx's solution](#)

1069.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-07 · last AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cyx's solution](#)

1070.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[cyx's solution](#)

1071.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[cyx's solution](#)

1072.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,209 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cyx's solution](#)

1073.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cyx's solution](#)

1074.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[cyx's solution](#)

1075.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[cyx's solution](#)

1076.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[cyx's solution](#)

1077.

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[cyx's solution](#)

1078.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cyx's solution](#)

1079.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[cyx's solution](#)

1080.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cyx's solution](#)

1081.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

[cyx's solution](#)

1082.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2024-09-13 · Text (first AC) · Tags: *special, constructive algorithms
[cyx's solution](#)

1083.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2024-09-13 · last AC: 2024-09-13 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[cyx's solution](#)

1084.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: *special
[cyx's solution](#)

1085.

101365F

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[cyx's solution](#)

1086.

undefined349

[Wolves and Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[cyx's solution](#)

1087.

undefined147

[Black-white king](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[cyx's solution](#)

1088.

105244A

[New Adventures of the Wolf of Wall Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[cyx's solution](#)

1089.

undefined149

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[cyx's solution](#)

1090.

undefined143

[Long Live the Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[cyx's solution](#)

1091.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[cyx's solution](#)

1092.

105009E

[Gardening is Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cyx's solution](#)

1093.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[cyx's solution](#)

1094.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[cyx's solution](#)

1095.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[cyx's solution](#)