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Unique solved — dan da dan

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

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

Filters: none

Count: 129

1.

2157A

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

Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[dan_da_dan's solution](#)

2.

2164A

[Sequence Game](#) · [Tutorial](#)

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

3.

2140A

[Shift Sort](#) · [Tutorial](#)

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

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[dan_da_dan's solution](#)

5.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[dan_da_dan's solution](#)

6.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[dan_da_dan's solution](#)

7.

2107A

[LRC and VIP](#) · [Tutorial](#)

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

8.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[dan_da_dan's solution](#)

9.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[dan_da_dan's solution](#)

10.

2057A

[MEX Table](#) · [Tutorial](#)

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

11.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

12.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[dan_da_dan's solution](#)

13.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,898 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[dan_da_dan's solution](#)

14.

2140B

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

Quality: 22,139 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[dan_da_dan's solution](#)

15.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dan_da_dan's solution](#)

16.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[dan_da_dan's solution](#)

17.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[dan_da_dan's solution](#)

18.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[dan_da_dan's solution](#)

19.

2107B

[Apples in Boxes](#) · [Tutorial](#)

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

20.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[dan_da_dan's solution](#)

21.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[dan_da_dan's solution](#)

22.

2053B

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

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

[dan_da_dan's solution](#)

23.

2165A

[Cyclic Merging](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

24.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[dan_da_dan's solution](#)

25.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dan_da_dan's solution](#)

26.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · last AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[dan_da_dan's solution](#)

27.

2157C

[Meximum Array 2](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

28.

2164C

[Dungeon](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

29.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[dan_da_dan's solution](#)

30.

2107C

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

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

[dan_da_dan's solution](#)

31.

2057C

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

Quality: 13,802 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dan_da_dan's solution](#)

32.

2053C

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

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

[dan_da_dan's solution](#)

33.

2157D

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

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

[dan_da_dan's solution](#)

34.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[dan_da_dan's solution](#)

35.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[dan_da_dan's solution](#)

36.

2043C

[Sums on Segments](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

37.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[dan_da_dan's solution](#)

38.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[dan_da_dan's solution](#)

39.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[dan_da_dan's solution](#)

40.

2053D

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

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

[dan_da_dan's solution](#)

41.

2164D

[Copy String](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

42.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[dan_da_dan's solution](#)

43.

2157E

[Adjusting Drones](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

44.

2165B

[Marble Council](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

45.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[dan_da_dan's solution](#)

46.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[dan_da_dan's solution](#)

47.

2053E

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

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

[dan_da_dan's solution](#)

48.

2165C

[Binary Wine](#) · [Tutorial](#)

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

[dan_da_dan's solution](#)

49.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[dan_da_dan's solution](#)

50.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[dan_da_dan's solution](#)

51.

2063D

[Game With Triangles · Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[dan_da_dan's solution](#)

52.

2057D

[Gifts Order · Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[dan_da_dan's solution](#)

53.

2150C

[Limited Edition Shop · Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[dan_da_dan's solution](#)

54.

2107D

[Apple Tree Traversing · Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[dan_da_dan's solution](#)

55.

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[dan_da_dan's solution](#)

56.

332C

[Students' Revenge · Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[dan_da_dan's solution](#)

57.

1335F

[Robots on a Grid · Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[dan_da_dan's solution](#)

58.

2140E1

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

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[dan_da_dan's solution](#)

59.

2164E

[Journey · Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[dan_da_dan's solution](#)

60.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[dan_da_dan's solution](#)

61.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[dan_da_dan's solution](#)

62.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[dan_da_dan's solution](#)

63.

2043E

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

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

[dan_da_dan's solution](#)

64.

1218D

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

Quality: 604 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, graphs

[dan_da_dan's solution](#)

65.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[dan_da_dan's solution](#)

66.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[dan_da_dan's solution](#)

67.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[dan_da_dan's solution](#)

68.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[dan_da_dan's solution](#)

69.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[dan_da_dan's solution](#)

70.

2063F1

[Counting Is Not Fun \(Easy Version\) · Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[dan_da_dan's solution](#)

71.

2165D

[Path Split · Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[dan_da_dan's solution](#)

72.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[dan_da_dan's solution](#)

73.

1513F

[Swapping Problem · Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[dan_da_dan's solution](#)

74.

1117F

[Crisp String · Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[dan_da_dan's solution](#)

75.

178F3

[Representative Sampling · Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[dan_da_dan's solution](#)

76.

605D

[Board Game · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[dan_da_dan's solution](#)

77.

1187F

[Expected Square Beauty · Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[dan_da_dan's solution](#)

78.

2140E2

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

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

[dan_da_dan's solution](#)

79.

804D

[Expected diameter of a tree · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[dan_da_dan's solution](#)

80.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, implementation

[dan_da_dan's solution](#)

81.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[dan_da_dan's solution](#)

82.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[dan_da_dan's solution](#)

83.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[dan_da_dan's solution](#)

84.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[dan_da_dan's solution](#)

85.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[dan_da_dan's solution](#)

86.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dan_da_dan's solution](#)

87.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[dan_da_dan's solution](#)

88.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[dan_da_dan's solution](#)

89.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[dan_da_dan's solution](#)

90.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[dan_da_dan's solution](#)

91.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry, graphs

[dan_da_dan's solution](#)

92.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[dan_da_dan's solution](#)

93.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory

[dan_da_dan's solution](#)

94.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[dan_da_dan's solution](#)

95.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[dan_da_dan's solution](#)

96.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[dan_da_dan's solution](#)

97.

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[dan_da_dan's solution](#)

98.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[dan_da_dan's solution](#)

99.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[dan_da_dan's solution](#)

100.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[dan_da_dan's solution](#)

101.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[dan_da_dan's solution](#)

102.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[dan_da_dan's solution](#)

103.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[dan_da_dan's solution](#)

104.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, trees

[dan_da_dan's solution](#)

105.

1383E

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

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

[dan_da_dan's solution](#)

106.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[dan_da_dan's solution](#)

107.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[dan_da_dan's solution](#)

108.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2026-03-16 · last AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[dan_da_dan's solution](#)

109.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[dan_da_dan's solution](#)

110.

449E

[Jzzhu and Squares](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[dan_da_dan's solution](#)

111.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[dan_da_dan's solution](#)

112.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[dan_da_dan's solution](#)

113.

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[dan_da_dan's solution](#)

114.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[dan_da_dan's solution](#)

115.

2059E2

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

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings
[dan_da_dan's solution](#)

116.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[dan_da_dan's solution](#)

117.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[dan_da_dan's solution](#)

118.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[dan_da_dan's solution](#)

119.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation, trees

[dan_da_dan's solution](#)

120.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[dan_da_dan's solution](#)

121.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[dan_da_dan's solution](#)

122.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[dan_da_dan's solution](#)

123.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[dan_da_dan's solution](#)

124.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[dan_da_dan's solution](#)

125.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dan_da_dan's solution](#)

126.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dan_da_dan's solution](#)

127.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dan_da_dan's solution](#)

128.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[dan_da_dan's solution](#)

129.

105631M

[Make SYSU Great Again 3 · Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dan_da_dan's solution](#)