

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

<https://cfelitetracker.vercel.app>

Unique solved — dark_moon

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

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

Filters: none

Count: 670

1.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[dark_moon's solution](#)

2.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[dark_moon's solution](#)

3.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[dark_moon's solution](#)

4.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,082 global accepts · Rating: 800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[dark_moon's solution](#)

5.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dark_moon's solution](#)

6.

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[dark_moon's solution](#)

7.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[dark_moon's solution](#)

8.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dark_moon's solution](#)

9.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[dark_moon's solution](#)

10.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[dark_moon's solution](#)

11.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[dark_moon's solution](#)

12.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[dark_moon's solution](#)

13.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[dark_moon's solution](#)

14.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[dark_moon's solution](#)

15.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[dark_moon's solution](#)

16.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[dark_moon's solution](#)

17.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[dark_moon's solution](#)

18.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dark_moon's solution](#)

19.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[dark_moon's solution](#)

20.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[dark_moon's solution](#)

21.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[dark_moon's solution](#)

22.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[dark_moon's solution](#)

23.

1942A

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

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

24.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dark_moon's solution](#)

25.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dark_moon's solution](#)

26.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[dark_moon's solution](#)

27.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-07 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[dark_moon's solution](#)

28.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[dark_moon's solution](#)

29.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[dark_moon's solution](#)

30.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[dark_moon's solution](#)

31.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[dark_moon's solution](#)

32.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dark_moon's solution](#)

33.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[dark_moon's solution](#)

34.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[dark_moon's solution](#)

35.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[dark_moon's solution](#)

36.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[dark_moon's solution](#)

37.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dark_moon's solution](#)

38.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dark_moon's solution](#)

39.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dark_moon's solution](#)

40.

1881A

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

Quality: 59,381 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[dark_moon's solution](#)

41.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[dark_moon's solution](#)

42.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2024-01-09 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
[dark_moon's solution](#)

43.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-01-09 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[dark_moon's solution](#)

44.

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[dark_moon's solution](#)

45.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[dark_moon's solution](#)

46.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[dark_moon's solution](#)

47.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dark_moon's solution](#)

48.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[dark_moon's solution](#)

49.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[dark_moon's solution](#)

50.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[dark_moon's solution](#)

51.

1825A

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

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

[dark_moon's solution](#)

52.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[dark_moon's solution](#)

53.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[dark_moon's solution](#)

54.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[dark_moon's solution](#)

55.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[dark_moon's solution](#)

56.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dark_moon's solution](#)

57.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[dark_moon's solution](#)

58.

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dark_moon's solution](#)

59.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dark_moon's solution](#)

60.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dark_moon's solution](#)

61.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dark_moon's solution](#)

62.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[dark_moon's solution](#)

63.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dark_moon's solution](#)

64.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dark_moon's solution](#)

65.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[dark_moon's solution](#)

66.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[dark_moon's solution](#)

67.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[dark_moon's solution](#)

68.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dark_moon's solution](#)

69.

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[dark_moon's solution](#)

70.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[dark_moon's solution](#)

71.

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-07-19 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dark_moon's solution](#)

72.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dark_moon's solution](#)

73.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dark_moon's solution](#)

74.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[dark_moon's solution](#)

75.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dark_moon's solution](#)

76.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[dark_moon's solution](#)

77.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,643 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dark_moon's solution](#)

78.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[dark_moon's solution](#)

79.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[dark_moon's solution](#)

80.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[dark_moon's solution](#)

81.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dark_moon's solution](#)

82.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[dark_moon's solution](#)

83.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[dark_moon's solution](#)

84.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[dark_moon's solution](#)

85.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dark_moon's solution](#)

86.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dark_moon's solution](#)

87.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[dark_moon's solution](#)

88.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[dark_moon's solution](#)

89.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[dark_moon's solution](#)

- 90.**
1988A
[Split the Multiset](#) · [Tutorial](#)
Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[dark_moon's solution](#)
- 91.**
1973A
[Chess For Three](#) · [Tutorial](#)
Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[dark_moon's solution](#)
- 92.**
1972B
[Coin Games](#) · [Tutorial](#)
Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: games
[dark_moon's solution](#)
- 93.**
1904A
[Forked!](#) · [Tutorial](#)
Quality: 40,402 global accepts · Rating: 900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[dark_moon's solution](#)
- 94.**
1951A
[Dual Trigger](#) · [Tutorial](#)
Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dark_moon's solution](#)
- 95.**
1699B
[Almost Ternary Matrix](#) · [Tutorial](#)
Quality: 21,694 global accepts · Rating: 900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[dark_moon's solution](#)
- 96.**
1918B
[Minimize Inversions](#) · [Tutorial](#)
Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[dark_moon's solution](#)
- 97.**
1881B
[Three Threadlets](#) · [Tutorial](#)
Quality: 28,714 global accepts · Rating: 900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math
[dark_moon's solution](#)
- 98.**
1896B
[AB Flipping](#) · [Tutorial](#)
Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers
[dark_moon's solution](#)
- 99.**
1875A
[Jellyfish and Undertale](#) · [Tutorial](#)
Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[dark_moon's solution](#)

100.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dark_moon's solution](#)

101.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dark_moon's solution](#)

102.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[dark_moon's solution](#)

103.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[dark_moon's solution](#)

104.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,839 global accepts · Rating: 900 · first AC: 2023-07-21 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[dark_moon's solution](#)

105.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[dark_moon's solution](#)

106.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dark_moon's solution](#)

107.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[dark_moon's solution](#)

108.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[dark_moon's solution](#)

109.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dark_moon's solution](#)

110.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[dark_moon's solution](#)

111.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dark_moon's solution](#)

112.

1825B

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

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

[dark_moon's solution](#)

113.

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dark_moon's solution](#)

114.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dark_moon's solution](#)

115.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dark_moon's solution](#)

116.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dark_moon's solution](#)

117.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dark_moon's solution](#)

118.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[dark_moon's solution](#)

119.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dark_moon's solution](#)

120.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[dark_moon's solution](#)

121.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[dark_moon's solution](#)

122.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[dark_moon's solution](#)

123.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[dark_moon's solution](#)

124.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[dark_moon's solution](#)

125.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dark_moon's solution](#)

126.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[dark_moon's solution](#)

127.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[dark_moon's solution](#)

128.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dark_moon's solution](#)

129.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[dark_moon's solution](#)

130.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[dark_moon's solution](#)

131.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[dark_moon's solution](#)

132.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

133.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[dark_moon's solution](#)

134.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
[dark_moon's solution](#)

135.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings
[dark_moon's solution](#)

136.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dark_moon's solution](#)

137.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[dark_moon's solution](#)

138.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[dark_moon's solution](#)

139.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dark_moon's solution](#)

140.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dark_moon's solution](#)

141.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dark_moon's solution](#)

142.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[dark_moon's solution](#)

143.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
[dark_moon's solution](#)

144.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings
[dark_moon's solution](#)

145.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[dark_moon's solution](#)

146.

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math
[dark_moon's solution](#)

147.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dark_moon's solution](#)

148.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dark_moon's solution](#)

149.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[dark_moon's solution](#)

150.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[dark_moon's solution](#)

151.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[dark_moon's solution](#)

152.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[dark_moon's solution](#)

153.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[dark_moon's solution](#)

154.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[dark_moon's solution](#)

155.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dark_moon's solution](#)

156.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[dark_moon's solution](#)

157.

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[dark_moon's solution](#)

158.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[dark_moon's solution](#)

159.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[dark_moon's solution](#)

160.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[dark_moon's solution](#)

161.

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[dark_moon's solution](#)

162.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[dark_moon's solution](#)

163.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[dark_moon's solution](#)

164.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[dark_moon's solution](#)

165.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[dark_moon's solution](#)

166.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[dark_moon's solution](#)

167.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dark_moon's solution](#)

168.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-07 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dark_moon's solution](#)

169.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[dark_moon's solution](#)

170.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[dark_moon's solution](#)

171.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[dark_moon's solution](#)

172.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[dark_moon's solution](#)

173.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[dark_moon's solution](#)

174.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[dark_moon's solution](#)

175.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[dark_moon's solution](#)

176.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[dark_moon's solution](#)

177.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[dark_moon's solution](#)

178.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[dark_moon's solution](#)

179.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[dark_moon's solution](#)

180.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[dark_moon's solution](#)

181.

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[dark_moon's solution](#)

182.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dark_moon's solution](#)

183.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[dark_moon's solution](#)

184.

1769C1

[A65C04D CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, greedy

[dark_moon's solution](#)

185.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[dark_moon's solution](#)

186.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[dark_moon's solution](#)

187.

2150A

[Incremental Path](#) · [Tutorial](#)

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

[dark_moon's solution](#)

188.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[dark_moon's solution](#)

189.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dark_moon's solution](#)

190.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[dark_moon's solution](#)

191.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[dark_moon's solution](#)

192.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[dark_moon's solution](#)

193.

1942C1

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

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

194.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dark_moon's solution](#)

195.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[dark_moon's solution](#)

196.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[dark_moon's solution](#)

197.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[dark_moon's solution](#)

198.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[dark_moon's solution](#)

199.

1820C

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

Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[dark_moon's solution](#)

200.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[dark_moon's solution](#)

201.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[dark_moon's solution](#)

202.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,280 global accepts · Rating: 1300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[dark_moon's solution](#)

203.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[dark_moon's solution](#)

204.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[dark_moon's solution](#)

205.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[dark_moon's solution](#)

206.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy
[dark_moon's solution](#)

207.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[dark_moon's solution](#)

208.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[dark_moon's solution](#)

209.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dark_moon's solution](#)

210.

1816C

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

Rating: 1300 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[dark_moon's solution](#)

211.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[dark_moon's solution](#)

212.

1850F

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

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-22 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[dark_moon's solution](#)

213.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[dark_moon's solution](#)

214.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,194 global accepts · Rating: 1300 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[dark_moon's solution](#)

215.

1769C2

[A<C0:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[dark_moon's solution](#)

216.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[dark_moon's solution](#)

217.

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[dark_moon's solution](#)

218.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dark_moon's solution](#)

219.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[dark_moon's solution](#)

220.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[dark_moon's solution](#)

221.

1972C

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

Rating: 1400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[dark_moon's solution](#)

222.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[dark_moon's solution](#)

223.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[dark_moon's solution](#)

224.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[dark_moon's solution](#)

225.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[dark_moon's solution](#)

226.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[dark_moon's solution](#)

227.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[dark_moon's solution](#)

228.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, matrices

[dark_moon's solution](#)

229.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[dark_moon's solution](#)

230.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[dark_moon's solution](#)

231.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[dark_moon's solution](#)

232.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[dark_moon's solution](#)

233.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[dark_moon's solution](#)

234.

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[dark_moon's solution](#)

235.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dark_moon's solution](#)

236.

1825C

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

Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dark_moon's solution](#)

237.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dark_moon's solution](#)

238.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dark_moon's solution](#)

239.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[dark_moon's solution](#)

240.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[dark_moon's solution](#)

241.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[dark_moon's solution](#)

242.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[dark_moon's solution](#)

243.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings
[dark_moon's solution](#)

244.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings
[dark_moon's solution](#)

245.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[dark_moon's solution](#)

246.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[dark_moon's solution](#)

247.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[dark_moon's solution](#)

248.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[dark_moon's solution](#)

249.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[dark_moon's solution](#)

250.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[dark_moon's solution](#)

251.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[dark_moon's solution](#)

252.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[dark_moon's solution](#)

253.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[dark_moon's solution](#)

254.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dark_moon's solution](#)

255.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[dark_moon's solution](#)

256.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[dark_moon's solution](#)

257.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[dark_moon's solution](#)

258.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[dark_moon's solution](#)

259.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2024-01-11 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[dark_moon's solution](#)

260.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[dark_moon's solution](#)

261.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[dark_moon's solution](#)

262.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[dark_moon's solution](#)

263.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dark_moon's solution](#)

264.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[dark_moon's solution](#)

265.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[dark_moon's solution](#)

266.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[dark_moon's solution](#)

267.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[dark_moon's solution](#)

268.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dark_moon's solution](#)

269.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[dark_moon's solution](#)

270.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[dark_moon's solution](#)

271.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[dark_moon's solution](#)

272.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[dark_moon's solution](#)

273.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[dark_moon's solution](#)

274.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[dark_moon's solution](#)

275.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[dark_moon's solution](#)

276.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dark_moon's solution](#)

277.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dark_moon's solution](#)

278.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[dark_moon's solution](#)

279.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[dark_moon's solution](#)

280.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[dark_moon's solution](#)

281.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dark_moon's solution](#)

282.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2024-01-10 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[dark_moon's solution](#)

283.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[dark_moon's solution](#)

284.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[dark_moon's solution](#)

285.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dark_moon's solution](#)

286.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dark_moon's solution](#)

287.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[dark_moon's solution](#)

288.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[dark_moon's solution](#)

289.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[dark_moon's solution](#)

290.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

data structures, dp, implementation

[dark_moon's solution](#)

291.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[dark_moon's solution](#)

292.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[dark_moon's solution](#)

293.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[dark_moon's solution](#)

294.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[dark_moon's solution](#)

295.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[dark_moon's solution](#)

296.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[dark_moon's solution](#)

297.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[dark_moon's solution](#)

298.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dark_moon's solution](#)

299.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[dark_moon's solution](#)

300.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest

paths

[dark_moon's solution](#)

301.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[dark_moon's solution](#)

302.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dark_moon's solution](#)

303.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[dark_moon's solution](#)

304.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[dark_moon's solution](#)

305.

1942C2

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

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

[dark_moon's solution](#)

306.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dark_moon's solution](#)

307.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[dark_moon's solution](#)

308.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[dark_moon's solution](#)

309.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[dark_moon's solution](#)

310.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-01-09 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[dark_moon's solution](#)

311.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[dark_moon's solution](#)

312.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dark_moon's solution](#)

313.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[dark_moon's solution](#)

314.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[dark_moon's solution](#)

315.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[dark_moon's solution](#)

316.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dark_moon's solution](#)

317.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[dark_moon's solution](#)

318.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[dark_moon's solution](#)

319.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[dark_moon's solution](#)

320.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[dark_moon's solution](#)

321.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[dark_moon's solution](#)

322.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[dark_moon's solution](#)

323.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[dark_moon's solution](#)

324.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[dark_moon's solution](#)

325.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[dark_moon's solution](#)

326.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[dark_moon's solution](#)

327.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[dark_moon's solution](#)

328.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[dark_moon's solution](#)

329.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,476 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[dark_moon's solution](#)

330.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[dark_moon's solution](#)

331.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[dark_moon's solution](#)

332.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[dark_moon's solution](#)

333.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[dark_moon's solution](#)

334.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[dark_moon's solution](#)

335.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[dark_moon's solution](#)

336.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[dark_moon's solution](#)

337.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[dark_moon's solution](#)

338.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-07 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[dark_moon's solution](#)

339.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-07 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

combinatorics, implementation, math

[dark_moon's solution](#)

340.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[dark_moon's solution](#)

341.

1549D

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

Rating: 1800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

[dark_moon's solution](#)

342.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[dark_moon's solution](#)

343.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[dark_moon's solution](#)

344.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[dark_moon's solution](#)

345.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[dark_moon's solution](#)

346.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[dark_moon's solution](#)

347.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[dark_moon's solution](#)

348.

1867D

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

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

[dark_moon's solution](#)

349.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[dark_moon's solution](#)

350.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[dark_moon's solution](#)

351.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[dark_moon's solution](#)

352.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[dark_moon's solution](#)

353.

1851F

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

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[dark_moon's solution](#)

354.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[dark_moon's solution](#)

355.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[dark_moon's solution](#)

356.

1853D

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

Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[dark_moon's solution](#)

357.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[dark_moon's solution](#)

358.

706D

[Vasilii's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[dark_moon's solution](#)

359.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dark_moon's solution](#)

360.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dark_moon's solution](#)

361.

2173D

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[dark_moon's solution](#)

362.

2154D

[Catshock](#) · [Tutorial](#)

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

[dark_moon's solution](#)

363.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[dark_moon's solution](#)

364.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[dark_moon's solution](#)

365.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[dark_moon's solution](#)

366.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[dark_moon's solution](#)

367.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[dark_moon's solution](#)

368.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[dark_moon's solution](#)

369.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[dark_moon's solution](#)

370.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[dark_moon's solution](#)

371.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2024-07-14 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory
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372.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
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373.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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374.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
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375.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
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376.

1430E

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Quality: 7,334 global accepts · Rating: 1900 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
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377.

1819B

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Quality: 4,221 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
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378.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers
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379.

1928D

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Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[dark_moon's solution](#)

380.

1918D

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

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[dark_moon's solution](#)

381.

16E

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Quality: 6,544 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[dark_moon's solution](#)

382.

1922D

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383.

1920D

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[dark_moon's solution](#)

384.

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[dark_moon's solution](#)

385.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[dark_moon's solution](#)

386.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-11-14 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[dark_moon's solution](#)

387.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[dark_moon's solution](#)

388.

1081E

[Missing Numbers](#) · [Tutorial](#)

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constructive algorithms, greedy, math, number theory

[dark_moon's solution](#)

389.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[dark_moon's solution](#)

390.

1878F

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Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[dark_moon's solution](#)

391.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[dark_moon's solution](#)

392.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[dark_moon's solution](#)

393.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dark_moon's solution](#)

394.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dark_moon's solution](#)

395.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[dark_moon's solution](#)

396.

1791G2

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Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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397.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[dark_moon's solution](#)

398.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[dark_moon's solution](#)

399.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dark_moon's solution](#)

400.

19B

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Quality: 5,824 global accepts · Rating: 1900 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dark_moon's solution](#)

401.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[dark_moon's solution](#)

402.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[dark_moon's solution](#)

403.

730I

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Quality: 2,743 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy

[dark_moon's solution](#)

404.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[dark_moon's solution](#)

405.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[dark_moon's solution](#)

406.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

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[dark_moon's solution](#)

407.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[dark_moon's solution](#)

408.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
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409.

2020E

[Expected Power](#) · [Tutorial](#)

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[dark_moon's solution](#)

410.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[dark_moon's solution](#)

411.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
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412.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
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413.

1988D

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Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
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414.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
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415.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[dark_moon's solution](#)

416.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[dark_moon's solution](#)

417.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[dark_moon's solution](#)

418.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[dark_moon's solution](#)

419.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[dark_moon's solution](#)

420.

1244E

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Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[dark_moon's solution](#)

421.

1923E

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Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[dark_moon's solution](#)

422.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[dark_moon's solution](#)

423.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[dark_moon's solution](#)

424.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-01-23 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[dark_moon's solution](#)

425.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

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[dark_moon's solution](#)

426.

1841D

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[dark_moon's solution](#)

427.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[dark_moon's solution](#)

428.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[dark_moon's solution](#)

429.

1804D

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Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[dark_moon's solution](#)

430.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[dark_moon's solution](#)

431.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[dark_moon's solution](#)

432.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math

[dark_moon's solution](#)

433.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[dark_moon's solution](#)

434.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[dark_moon's solution](#)

435.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-26 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[dark_moon's solution](#)

436.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[dark_moon's solution](#)

437.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

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[dark_moon's solution](#)

438.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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439.

2170E

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[dark_moon's solution](#)

440.

2150C

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

[dark_moon's solution](#)

441.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

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442.

2038K

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[dark_moon's solution](#)

443.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dark_moon's solution](#)

444.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[dark_moon's solution](#)

445.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[dark_moon's solution](#)

446.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[dark_moon's solution](#)

447.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dark_moon's solution](#)

448.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[dark_moon's solution](#)

449.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[dark_moon's solution](#)

450.

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[dark_moon's solution](#)

451.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, probabilities

[dark_moon's solution](#)

452.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[dark_moon's solution](#)

453.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[dark_moon's solution](#)

454.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-16 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[dark_moon's solution](#)

455.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[dark_moon's solution](#)

456.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[dark_moon's solution](#)

457.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[dark_moon's solution](#)

458.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dark_moon's solution](#)

459.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[dark_moon's solution](#)

460.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[dark_moon's solution](#)

461.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dark_moon's solution](#)

462.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[dark_moon's solution](#)

463.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[dark_moon's solution](#)

464.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[dark_moon's solution](#)

465.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-01-15 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[dark_moon's solution](#)

466.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[dark_moon's solution](#)

467.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[dark_moon's solution](#)

468.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-02 · last AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[dark_moon's solution](#)

469.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[dark_moon's solution](#)

470.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[dark_moon's solution](#)

471.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[dark_moon's solution](#)

472.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[dark_moon's solution](#)

473.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[dark_moon's solution](#)

474.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[dark_moon's solution](#)

475.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[dark_moon's solution](#)

476.

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[dark_moon's solution](#)

477.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[dark_moon's solution](#)

478.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[dark_moon's solution](#)

479.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dark_moon's solution](#)

480.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[dark_moon's solution](#)

481.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[dark_moon's solution](#)

482.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[dark_moon's solution](#)

483.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[dark_moon's solution](#)

484.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[dark_moon's solution](#)

485.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[dark_moon's solution](#)

486.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-07-14 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[dark_moon's solution](#)

487.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dark_moon's solution](#)

488.

1972D2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[dark_moon's solution](#)

489.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[dark_moon's solution](#)

490.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[dark_moon's solution](#)

491.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[dark_moon's solution](#)

492.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[dark_moon's solution](#)

493.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[dark_moon's solution](#)

494.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[dark_moon's solution](#)

495.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[dark_moon's solution](#)

496.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[dark_moon's solution](#)

497.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[dark_moon's solution](#)

498.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[dark_moon's solution](#)

499.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[dark_moon's solution](#)

500.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[dark_moon's solution](#)

501.

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[dark_moon's solution](#)

502.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[dark_moon's solution](#)

503.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[dark_moon's solution](#)

504.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dark_moon's solution](#)

505.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dark_moon's solution](#)

506.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[dark_moon's solution](#)

507.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[dark_moon's solution](#)

508.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[dark_moon's solution](#)

509.

2164E

[Journey](#) · [Tutorial](#)

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

[dark_moon's solution](#)

510.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[dark_moon's solution](#)

511.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[dark_moon's solution](#)

512.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-11-21 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[dark_moon's solution](#)

513.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[dark_moon's solution](#)

514.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[dark_moon's solution](#)

515.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[dark_moon's solution](#)

516.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[dark_moon's solution](#)

517.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[dark_moon's solution](#)

518.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[dark_moon's solution](#)

519.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[dark_moon's solution](#)

520.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dark_moon's solution](#)

521.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[dark_moon's solution](#)

522.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[dark_moon's solution](#)

523.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dark_moon's solution](#)

524.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[dark_moon's solution](#)

525.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[dark_moon's solution](#)

526.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[dark_moon's solution](#)

527.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[dark_moon's solution](#)

528.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[dark_moon's solution](#)

529.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[dark_moon's solution](#)

530.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[dark_moon's solution](#)

531.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[dark_moon's solution](#)

532.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[dark_moon's solution](#)

533.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[dark_moon's solution](#)

534.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[dark_moon's solution](#)

535.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[dark_moon's solution](#)

536.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dsu, trees

[dark_moon's solution](#)

537.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[dark_moon's solution](#)

538.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[dark_moon's solution](#)

539.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[dark_moon's solution](#)

540.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[dark_moon's solution](#)

541.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[dark_moon's solution](#)

542.

1875F

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

Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[dark_moon's solution](#)

543.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[dark_moon's solution](#)

544.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[dark_moon's solution](#)

545.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[dark_moon's solution](#)

546.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[dark_moon's solution](#)

547.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[dark_moon's solution](#)

548.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[dark_moon's solution](#)

549.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dark_moon's solution](#)

550.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[dark_moon's solution](#)

551.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[dark_moon's solution](#)

552.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[dark_moon's solution](#)

553.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[dark_moon's solution](#)

554.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[dark_moon's solution](#)

555.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[dark_moon's solution](#)

556.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[dark_moon's solution](#)

557.

1943D1

[Counting Is Fun \(Easy Version\) · Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[dark_moon's solution](#)

558.

1765A

[Access Levels · Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[dark_moon's solution](#)

559.

1935E

[Distance Learning Courses in MAC · Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[dark_moon's solution](#)

560.

1244G

[Running in Pairs · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[dark_moon's solution](#)

561.

932E

[Team Work · Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[dark_moon's solution](#)

562.

1780E

[Josuke and Complete Graph · Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[dark_moon's solution](#)

563.

1905E

[One-X · Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dark_moon's solution](#)

564.

2165D

[Path Split · Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-17 · last AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[dark_moon's solution](#)

565.

2154E

[No Mind To Think · Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[dark_moon's solution](#)

566.

1951F

[Inversion Composition · Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[dark_moon's solution](#)

567.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[dark_moon's solution](#)

568.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs

[dark_moon's solution](#)

569.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[dark_moon's solution](#)

570.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[dark_moon's solution](#)

571.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dark_moon's solution](#)

572.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dark_moon's solution](#)

573.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[dark_moon's solution](#)

574.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[dark_moon's solution](#)

575.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[dark_moon's solution](#)

576.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[dark_moon's solution](#)

577.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[dark_moon's solution](#)

578.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[dark_moon's solution](#)

579.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[dark_moon's solution](#)

580.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dark_moon's solution](#)

581.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[dark_moon's solution](#)

582.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[dark_moon's solution](#)

583.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[dark_moon's solution](#)

584.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[dark_moon's solution](#)

585.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dark_moon's solution](#)

586.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[dark_moon's solution](#)

587.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[dark_moon's solution](#)

588.

2158F1

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

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[dark_moon's solution](#)

589.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[dark_moon's solution](#)

590.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dark_moon's solution](#)

591.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[dark_moon's solution](#)

592.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dark_moon's solution](#)

593.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[dark_moon's solution](#)

594.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[dark_moon's solution](#)

595.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[dark_moon's solution](#)

596.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[dark_moon's solution](#)

597.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-07-17 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[dark_moon's solution](#)

598.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer

[dark_moon's solution](#)

599.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[dark_moon's solution](#)

600.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-11-12 · last AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[dark_moon's solution](#)

601.

1782F

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

Rating: 2700 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[dark_moon's solution](#)

602.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[dark_moon's solution](#)

603.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, trees

[dark_moon's solution](#)

604.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[dark_moon's solution](#)

605.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[dark_moon's solution](#)

606.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[dark_moon's solution](#)

607.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[dark_moon's solution](#)

608.

2124F2

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

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[dark_moon's solution](#)

609.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[dark_moon's solution](#)

610.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[dark_moon's solution](#)

611.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[dark_moon's solution](#)

612.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dark_moon's solution](#)

613.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-03-03 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[dark_moon's solution](#)

614.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[dark_moon's solution](#)

615.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[dark_moon's solution](#)

616.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math
[dark_moon's solution](#)

617.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[dark_moon's solution](#)

618.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows
[dark_moon's solution](#)

619.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities
[dark_moon's solution](#)

620.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees
[dark_moon's solution](#)

621.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: flows
[dark_moon's solution](#)

622.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths
[dark_moon's solution](#)

623.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory
[dark_moon's solution](#)

624.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[dark_moon's solution](#)

625.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[dark_moon's solution](#)

626.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[dark_moon's solution](#)

627.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[dark_moon's solution](#)

628.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-12-20 · last AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[dark_moon's solution](#)

629.

2158F2

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

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[dark_moon's solution](#)

630.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[dark_moon's solution](#)

631.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[dark_moon's solution](#)

632.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[dark_moon's solution](#)

633.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[dark_moon's solution](#)

634.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[dark_moon's solution](#)

635.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[dark_moon's solution](#)

636.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-07-25 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[dark_moon's solution](#)

637.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[dark_moon's solution](#)

638.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[dark_moon's solution](#)

639.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dark_moon's solution](#)

640.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dark_moon's solution](#)

641.

963E

[Circles of Waiting](#) · [Tutorial](#)

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642.

1784E

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Quality: 463 global accepts · Rating: 3100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

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643.

1973F

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644.

2165E

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645.

1608F

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646.

1019E

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647.

1470E

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648.

1830F

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Quality: 360 global accepts · Rating: 3200 · first AC: 2024-05-26 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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649.

2164G

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650.

2122G

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Quality: 314 global accepts · Rating: 3300 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, trees

[dark_moon's solution](#)

651.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

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652.

1534G

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653.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[dark_moon's solution](#)

654.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows

[dark_moon's solution](#)

655.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

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656.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[dark_moon's solution](#)

657.

700E

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Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[dark_moon's solution](#)

658.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[dark_moon's solution](#)

659.

1718D

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

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

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660.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

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661.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

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662.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[dark_moon's solution](#)

663.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2026-02-03 · last AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows

[dark_moon's solution](#)

664.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[dark_moon's solution](#)

665.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[dark_moon's solution](#)

666.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3500 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[dark_moon's solution](#)

667.

105833F

[Fair Forgery](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dark_moon's solution](#)

668.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[dark_moon's solution](#)

669.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dark_moon's solution](#)

670.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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