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Unique solved — devans

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1.

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73.

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78.

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103.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[devans's solution](#)

104.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[devans's solution](#)

105.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[devans's solution](#)

106.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devans's solution](#)

107.

2062C

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

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

108.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[devans's solution](#)

109.

2039C1

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

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

110.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
[devans's solution](#)

111.

1983B

[Corner Twist](#) · [Tutorial](#)

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

112.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[devans's solution](#)

113.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[devans's solution](#)

114.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[devans's solution](#)

115.

1859C

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

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

[devans's solution](#)

116.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[devans's solution](#)

117.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[devans's solution](#)

118.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,102 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[devans's solution](#)

119.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,633 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devans's solution](#)

120.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[devans's solution](#)

121.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[devans's solution](#)

122.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[devans's solution](#)

123.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[devans's solution](#)

124.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[devans's solution](#)

125.

1635C

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

Quality: 25,134 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[devans's solution](#)

126.

2211C1

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

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[devans's solution](#)

127.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[devans's solution](#)

128.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[devans's solution](#)

129.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[devans's solution](#)

130.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[devans's solution](#)

131.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[devans's solution](#)

132.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[devans's solution](#)

133.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[devans's solution](#)

134.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[devans's solution](#)

135.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[devans's solution](#)

136.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[devans's solution](#)

137.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[devans's solution](#)

138.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[devans's solution](#)

139.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[devans's solution](#)

140.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devans's solution](#)

141.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devans's solution](#)

142.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[devans's solution](#)

143.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[devans's solution](#)

144.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[devans's solution](#)

145.

2084C

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

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

[devans's solution](#)

146.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[devans's solution](#)

147.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[devans's solution](#)

148.

2034C

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

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[devans's solution](#)

149.

2035C

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

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

[devans's solution](#)

150.

1983C

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

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

[devans's solution](#)

151.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[devans's solution](#)

152.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[devans's solution](#)

153.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[devans's solution](#)

154.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[devans's solution](#)

155.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[devans's solution](#)

156.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[devans's solution](#)

157.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[devans's solution](#)

158.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[devans's solution](#)

159.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[devans's solution](#)

160.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[devans's solution](#)

161.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[devans's solution](#)

162.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[devans's solution](#)

163.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[devans's solution](#)

164.

1646C

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

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[devans's solution](#)

165.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[devans's solution](#)

166.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[devans's solution](#)

167.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[devans's solution](#)

168.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[devans's solution](#)

169.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[devans's solution](#)

170.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[devans's solution](#)

171.

2084D

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

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

[devans's solution](#)

172.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[devans's solution](#)

173.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[devans's solution](#)

174.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[devans's solution](#)

175.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[devans's solution](#)

176.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[devans's solution](#)

177.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[devans's solution](#)

178.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[devans's solution](#)

179.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[devans's solution](#)

180.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[devans's solution](#)

181.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[devans's solution](#)

182.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[devans's solution](#)

183.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: trees

[devans's solution](#)

184.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force,

dp, math

[devans's solution](#)

185.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[devans's solution](#)

186.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[devans's solution](#)

187.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[devans's solution](#)

188.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[devans's solution](#)

189.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[devans's solution](#)

190.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[devans's solution](#)

191.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[devans's solution](#)

192.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[devans's solution](#)

193.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[devans's solution](#)

194.

2023B

[Skipping](#) · [Tutorial](#)

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

paths

[devans's solution](#)

195.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[devans's solution](#)

196.

1983D

[Swap Dilemma](#) · [Tutorial](#)

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

[devans's solution](#)

197.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[devans's solution](#)

198.

1916D

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

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

[devans's solution](#)

199.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[devans's solution](#)

200.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[devans's solution](#)

201.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[devans's solution](#)

202.

1629D

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

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

[devans's solution](#)

203.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[devans's solution](#)

204.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[devans's solution](#)

205.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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206.

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

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207.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[devans's solution](#)

208.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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209.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[devans's solution](#)

210.

2039C2

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

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

[devans's solution](#)

211.

2035D

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

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

[devans's solution](#)

212.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[devans's solution](#)

213.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[devans's solution](#)

214.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[devans's solution](#)

215.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[devans's solution](#)

216.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[devans's solution](#)

217.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[devans's solution](#)

218.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[devans's solution](#)

219.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[devans's solution](#)

220.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[devans's solution](#)

221.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,900 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[devans's solution](#)

222.

2180C

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

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[devans's solution](#)

223.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[devans's solution](#)

224.

2129C1

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[devans's solution](#)

225.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[devans's solution](#)

226.

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[devans's solution](#)

227.

2066B

[White Magic · Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[devans's solution](#)

228.

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[devans's solution](#)

229.

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[devans's solution](#)

230.

2018B

[Speedbreaker · Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[devans's solution](#)

231.

2002D1

[DFS Checker \(Easy Version\) · Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[devans's solution](#)

232.

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[devans's solution](#)

233.

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[devans's solution](#)

234.

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[devans's solution](#)

235.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[devans's solution](#)

236.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[devans's solution](#)

237.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[devans's solution](#)

238.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[devans's solution](#)

239.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[devans's solution](#)

240.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs

[devans's solution](#)

241.

1371E1

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

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[devans's solution](#)

242.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[devans's solution](#)

243.

1439A2

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

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[devans's solution](#)

244.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[devans's solution](#)

245.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
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246.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[devans's solution](#)

247.

2135C

[By the Assignment](#) · [Tutorial](#)

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[devans's solution](#)

248.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[devans's solution](#)

249.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[devans's solution](#)

250.

2085D

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

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[devans's solution](#)

251.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[devans's solution](#)

252.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[devans's solution](#)

253.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
[devans's solution](#)

254.

1931G

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Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[devans's solution](#)

255.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
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256.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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257.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[devans's solution](#)

258.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[devans's solution](#)

259.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[devans's solution](#)

260.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[devans's solution](#)

261.

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[devans's solution](#)

262.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, math
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263.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
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264.

1244C

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265.

1391D

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Quality: 5,768 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[devans's solution](#)

266.

1632D

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267.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
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268.

2192E

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Quality: 2,081 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
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269.

2163D1

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Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[devans's solution](#)

270.

2152E

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
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271.

2150C

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Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
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272.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
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273.

2127E

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Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
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274.

1775E

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275.

2031E

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276.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devans's solution](#)

277.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[devans's solution](#)

278.

1668D

[Optimal Partition](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[devans's solution](#)

279.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[devans's solution](#)

280.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[devans's solution](#)

281.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, probabilities
[devans's solution](#)

282.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[devans's solution](#)

283.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[devans's solution](#)

284.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[devans's solution](#)

285.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[devans's solution](#)

286.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[devans's solution](#)

287.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[devans's solution](#)

288.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[devans's solution](#)

289.

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[devans's solution](#)

290.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[devans's solution](#)

291.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[devans's solution](#)

292.

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[devans's solution](#)

293.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[devans's solution](#)

294.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[devans's solution](#)

295.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[devans's solution](#)

296.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[devans's solution](#)

297.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[devans's solution](#)

298.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[devans's solution](#)

299.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[devans's solution](#)

300.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[devans's solution](#)

301.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, interactive

[devans's solution](#)

302.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[devans's solution](#)

303.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[devans's solution](#)

304.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[devans's solution](#)

305.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[devans's solution](#)

306.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[devans's solution](#)

307.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[devans's solution](#)

308.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[devans's solution](#)

309.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[devans's solution](#)

310.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[devans's solution](#)

311.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[devans's solution](#)

312.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[devans's solution](#)

313.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[devans's solution](#)

314.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[devans's solution](#)

315.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devans's solution](#)

316.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[devans's solution](#)

317.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[devans's solution](#)

318.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[devans's solution](#)

319.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[devans's solution](#)

320.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[devans's solution](#)

321.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[devans's solution](#)

322.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[devans's solution](#)

323.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[devans's solution](#)

324.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[devans's solution](#)

325.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[devans's solution](#)

326.

1699D

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

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devans's solution](#)

327.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[devans's solution](#)

328.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[devans's solution](#)

329.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[devans's solution](#)

330.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings

[devans's solution](#)

331.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[devans's solution](#)

332.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[devans's solution](#)

333.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[devans's solution](#)

334.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[devans's solution](#)

335.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[devans's solution](#)

336.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[devans's solution](#)

337.

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[devans's solution](#)

338.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[devans's solution](#)

339.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[devans's solution](#)

340.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[devans's solution](#)

341.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[devans's solution](#)

342.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[devans's solution](#)

343.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[devans's solution](#)

344.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devans's solution](#)

345.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[devans's solution](#)

346.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[devans's solution](#)

347.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[devans's solution](#)

348.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[devans's solution](#)

349.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[devans's solution](#)

350.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[devans's solution](#)

351.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[devans's solution](#)

352.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[devans's solution](#)

353.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[devans's solution](#)

354.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devans's solution](#)

355.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[devans's solution](#)

356.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[devans's solution](#)

357.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[devans's solution](#)

358.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[devans's solution](#)

359.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[devans's solution](#)

360.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[devans's solution](#)

361.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[devans's solution](#)

362.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[devans's solution](#)

363.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers
[devans's solution](#)

364.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[devans's solution](#)

365.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[devans's solution](#)

366.

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[devans's solution](#)

367.

2160G1

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

Rating: 2500 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers
[devans's solution](#)

368.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings
[devans's solution](#)

369.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[devans's solution](#)

370.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[devans's solution](#)

371.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
[devans's solution](#)

372.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[devans's solution](#)

373.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and

conquer, dp, implementation, math, trees

[devans's solution](#)

374.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[devans's solution](#)

375.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[devans's solution](#)

376.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[devans's solution](#)

377.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devans's solution](#)

378.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[devans's solution](#)

379.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[devans's solution](#)

380.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[devans's solution](#)

381.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[devans's solution](#)

382.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[devans's solution](#)

383.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devans's solution](#)

384.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[devans's solution](#)

385.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[devans's solution](#)

386.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[devans's solution](#)

387.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[devans's solution](#)

388.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[devans's solution](#)

389.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[devans's solution](#)

390.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[devans's solution](#)

391.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[devans's solution](#)

392.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[devans's solution](#)

393.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[devans's solution](#)

394.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[devans's solution](#)

395.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[devans's solution](#)

396.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[devans's solution](#)

397.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[devans's solution](#)

398.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[devans's solution](#)

399.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[devans's solution](#)

400.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[devans's solution](#)

401.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[devans's solution](#)

402.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs,

implementation, math, number theory, shortest paths, trees

[devans's solution](#)

403.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[devans's solution](#)

404.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[devans's solution](#)

405.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[devans's solution](#)

406.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[devans's solution](#)

407.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[devans's solution](#)

408.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-03-15 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[devans's solution](#)

409.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[devans's solution](#)

410.

1172D

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devans's solution](#)

411.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[devans's solution](#)

412.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[devans's solution](#)

413.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[devans's solution](#)

414.

2226D

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

Quality: 2,199 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[devans's solution](#)

415.

2226C

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

Quality: 5,507 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[devans's solution](#)

416.

2226B

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

Quality: 10,021 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[devans's solution](#)

417.

2226A

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

Quality: 11,135 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devans's solution](#)

418.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[devans's solution](#)

419.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

420.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[devans's solution](#)

421.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[devans's solution](#)

422.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

423.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[devans's solution](#)

424.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[devans's solution](#)

425.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

[devans's solution](#)

426.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[devans's solution](#)

427.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, communication

[devans's solution](#)

428.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[devans's solution](#)

429.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[devans's solution](#)

430.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[devans's solution](#)

431.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,563 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[devans's solution](#)

432.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[devans's solution](#)

433.

103055D

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

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

434.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

435.

103055F

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

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

436.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

437.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

438.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

439.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

440.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

441.

103055A

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

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devans's solution](#)

442.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[devans's solution](#)

443.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[devans's solution](#)

444.

104337H

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

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[devans's solution](#)

445.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[devans's solution](#)

446.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[devans's solution](#)

447.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[devans's solution](#)

448.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[devans's solution](#)

449.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[devans's solution](#)

450.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[devans's solution](#)

451.

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory

[devans's solution](#)

452.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive

[devans's solution](#)

453.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[devans's solution](#)

454.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

[devans's solution](#)

455.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

456.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

457.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

458.

102800E

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

Rating: — · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

459.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

460.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

461.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[devans's solution](#)

462.

103119L

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

Rating: — · first AC: 2025-03-18 · Python 3 (first AC) · Tags: —

[devans's solution](#)