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# Unique solved — diandian2020

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1.

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2.

2157A

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1870A

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2174A

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2039C1

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1641A

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**69.**

1642C

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1870C

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1981B

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1660C

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1638C

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1627B

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1669H  
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1178B  
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1650D  
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**95.**

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**96.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[diandian2020's solution](#)

**97.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[diandian2020's solution](#)

**98.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[diandian2020's solution](#)

**99.**

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[diandian2020's solution](#)

**100.**

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[diandian2020's solution](#)

**101.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[diandian2020's solution](#)

**102.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[diandian2020's solution](#)

**103.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[diandian2020's solution](#)

**104.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[diandian2020's solution](#)

**105.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[diandian2020's solution](#)

**106.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[diandian2020's solution](#)

**107.**

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[diandian2020's solution](#)

**108.**

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[diandian2020's solution](#)

**109.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[diandian2020's solution](#)

**110.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[diandian2020's solution](#)

**111.**

1646C

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

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[diandian2020's solution](#)

**112.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[diandian2020's solution](#)

**113.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[diandian2020's solution](#)

**114.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[diandian2020's solution](#)

**115.**

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[diandian2020's solution](#)

**116.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[diandian2020's solution](#)

**117.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[diandian2020's solution](#)

**118.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[diandian2020's solution](#)

**119.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[diandian2020's solution](#)

**120.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[diandian2020's solution](#)

**121.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[diandian2020's solution](#)

**122.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[diandian2020's solution](#)

**123.**

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[diandian2020's solution](#)

**124.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[diandian2020's solution](#)

**125.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[diandian2020's solution](#)

**126.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[diandian2020's solution](#)

**127.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[diandian2020's solution](#)

**128.**

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[diandian2020's solution](#)

**129.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[diandian2020's solution](#)

**130.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[diandian2020's solution](#)

**131.**

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

[diandian2020's solution](#)

**132.**

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

[diandian2020's solution](#)

**133.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy,

sortings, trees

[diandian2020's solution](#)

**134.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[diandian2020's solution](#)

**135.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[diandian2020's solution](#)

**136.**

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[diandian2020's solution](#)

**137.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[diandian2020's solution](#)

**138.**

1629D

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

Rating: 1700 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[diandian2020's solution](#)

**139.**

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[diandian2020's solution](#)

**140.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[diandian2020's solution](#)

**141.**

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

[diandian2020's solution](#)

**142.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[diandian2020's solution](#)

**143.**

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[diandian2020's solution](#)

**144.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[diandian2020's solution](#)

**145.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[diandian2020's solution](#)

**146.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[diandian2020's solution](#)

**147.**

1631D

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

Rating: 1800 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[diandian2020's solution](#)

**148.**

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[diandian2020's solution](#)

**149.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[diandian2020's solution](#)

**150.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[diandian2020's solution](#)

**151.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[diandian2020's solution](#)

**152.**

1196E

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

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[diandian2020's solution](#)

**153.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[diandian2020's solution](#)

**154.**

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings  
[diandian2020's solution](#)

**155.**

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[diandian2020's solution](#)

**156.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[diandian2020's solution](#)

**157.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[diandian2020's solution](#)

**158.**

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  
[diandian2020's solution](#)

**159.**

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
[diandian2020's solution](#)

**160.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[diandian2020's solution](#)

**161.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees  
[diandian2020's solution](#)

**162.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers  
[diandian2020's solution](#)

**163.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[diandian2020's solution](#)

**164.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[diandian2020's solution](#)

**165.**

294C

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

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[diandian2020's solution](#)

**166.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[diandian2020's solution](#)

**167.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[diandian2020's solution](#)

**168.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[diandian2020's solution](#)

**169.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[diandian2020's solution](#)

**170.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[diandian2020's solution](#)

**171.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[diandian2020's solution](#)

**172.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[diandian2020's solution](#)

**173.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[diandian2020's solution](#)

**174.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[diandian2020's solution](#)

## 175.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees

[diandian2020's solution](#)

## 176.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[diandian2020's solution](#)

## 177.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[diandian2020's solution](#)

## 178.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[diandian2020's solution](#)

## 179.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[diandian2020's solution](#)

## 180.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[diandian2020's solution](#)

## 181.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[diandian2020's solution](#)

## 182.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[diandian2020's solution](#)

## 183.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[diandian2020's solution](#)

## 184.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp,

greedy, strings

[diandian2020's solution](#)

**185.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[diandian2020's solution](#)

**186.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[diandian2020's solution](#)

**187.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[diandian2020's solution](#)

**188.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[diandian2020's solution](#)

**189.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[diandian2020's solution](#)

**190.**

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[diandian2020's solution](#)

**191.**

342D

[Xenia and Dominoes](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[diandian2020's solution](#)

**192.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[diandian2020's solution](#)

**193.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[diandian2020's solution](#)

**194.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[diandian2020's solution](#)

**195.**

1925E

[Space Harbour](#) · [Tutorial](#)

Quality: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[diandian2020's solution](#)

**196.**

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[diandian2020's solution](#)

**197.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[diandian2020's solution](#)

**198.**

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[diandian2020's solution](#)

**199.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-09-13 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[diandian2020's solution](#)

**200.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[diandian2020's solution](#)

**201.**

1629F1

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

Quality: 2100 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[diandian2020's solution](#)

**202.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[diandian2020's solution](#)

**203.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[diandian2020's solution](#)

**204.**

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[diandian2020's solution](#)

**205.**

2156F1

[Strange Operation \(Easy Version\) · Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[diandian2020's solution](#)

**206.**

2178F

[Conquer or of Forest · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[diandian2020's solution](#)

**207.**

2101C

[23 Kingdom · Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[diandian2020's solution](#)

**208.**

2039E

[Shohag Loves Inversions · Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[diandian2020's solution](#)

**209.**

1178F1

[Short Colorful Strip · Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[diandian2020's solution](#)

**210.**

56E

[Domino Principle · Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[diandian2020's solution](#)

**211.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[diandian2020's solution](#)

**212.**

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[diandian2020's solution](#)

**213.**

1227F1

[Wrong Answer on test 233 \(Easy Version\) · Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[diandian2020's solution](#)

**214.**

1156E

[Special Segments of Permutation · Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[diandian2020's solution](#)

**215.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[diandian2020's solution](#)

**216.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[diandian2020's solution](#)

**217.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**218.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[diandian2020's solution](#)

**219.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[diandian2020's solution](#)

**220.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[diandian2020's solution](#)

**221.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[diandian2020's solution](#)

**222.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[diandian2020's solution](#)

**223.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[diandian2020's solution](#)

**224.**

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[diandian2020's solution](#)

**225.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[diandian2020's solution](#)

**226.**

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[diandian2020's solution](#)

**227.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[diandian2020's solution](#)

**228.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[diandian2020's solution](#)

**229.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[diandian2020's solution](#)

**230.**

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, sortings

[diandian2020's solution](#)

**231.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[diandian2020's solution](#)

**232.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[diandian2020's solution](#)

**233.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[diandian2020's solution](#)

**234.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**235.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities  
[diandian2020's solution](#)

**236.**

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, matrices  
[diandian2020's solution](#)

**237.**

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[diandian2020's solution](#)

**238.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees  
[diandian2020's solution](#)

**239.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[diandian2020's solution](#)

**240.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings  
[diandian2020's solution](#)

**241.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings  
[diandian2020's solution](#)

**242.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[diandian2020's solution](#)

**243.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory  
[diandian2020's solution](#)

**244.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures  
[diandian2020's solution](#)

**245.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[diandian2020's solution](#)

**246.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[diandian2020's solution](#)

**247.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[diandian2020's solution](#)

**248.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[diandian2020's solution](#)

**249.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[diandian2020's solution](#)

**250.**

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[diandian2020's solution](#)

**251.**

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

[diandian2020's solution](#)

**252.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[diandian2020's solution](#)

**253.**

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**254.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[diandian2020's solution](#)

**255.**

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees  
[diandian2020's solution](#)

**256.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation  
[diandian2020's solution](#)

**257.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry  
[diandian2020's solution](#)

**258.**

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games  
[diandian2020's solution](#)

**259.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[diandian2020's solution](#)

**260.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: number theory  
[diandian2020's solution](#)

**261.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees  
[diandian2020's solution](#)

**262.**

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees  
[diandian2020's solution](#)

**263.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[diandian2020's solution](#)

**264.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices  
[diandian2020's solution](#)

**265.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[diandian2020's solution](#)

**266.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[diandian2020's solution](#)

**267.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[diandian2020's solution](#)

**268.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[diandian2020's solution](#)

**269.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[diandian2020's solution](#)

**270.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[diandian2020's solution](#)

**271.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**272.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[diandian2020's solution](#)

**273.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[diandian2020's solution](#)

**274.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[diandian2020's solution](#)

**275.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[diandian2020's solution](#)

## 276.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[diandian2020's solution](#)

## 277.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[diandian2020's solution](#)

## 278.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[diandian2020's solution](#)

## 279.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[diandian2020's solution](#)

## 280.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[diandian2020's solution](#)

## 281.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[diandian2020's solution](#)

## 282.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[diandian2020's solution](#)

## 283.

1629F2

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

Rating: 2400 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[diandian2020's solution](#)

## 284.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[diandian2020's solution](#)

## 285.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[diandian2020's solution](#)

**286.**

2159D1

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

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[diandian2020's solution](#)

**287.**

2101D

[Mani and Segments · Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[diandian2020's solution](#)

**288.**

2026E

[Best Subsequence · Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[diandian2020's solution](#)

**289.**

1556F

[Sports Betting · Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[diandian2020's solution](#)

**290.**

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[diandian2020's solution](#)

**291.**

1327F

[AND Segments · Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[diandian2020's solution](#)

**292.**

1516E

[Baby Ehab Plays with Permutations · Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**293.**

2038F

[Alternative Platforms · Tutorial](#)

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

[diandian2020's solution](#)

**294.**

1658E

[Gojou and Matrix Game · Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[diandian2020's solution](#)

**295.**

1398F

[Controversial Rounds · Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, two pointers

[diandian2020's solution](#)

**296.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[diandian2020's solution](#)

**297.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[diandian2020's solution](#)

**298.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[diandian2020's solution](#)

**299.**

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[diandian2020's solution](#)

**300.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[diandian2020's solution](#)

**301.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[diandian2020's solution](#)

**302.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[diandian2020's solution](#)

**303.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings

[diandian2020's solution](#)

**304.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[diandian2020's solution](#)

**305.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[diandian2020's solution](#)

**306.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[diandian2020's solution](#)

**307.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[diandian2020's solution](#)

**308.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[diandian2020's solution](#)

**309.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[diandian2020's solution](#)

**310.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[diandian2020's solution](#)

**311.**

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu

[diandian2020's solution](#)

**312.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[diandian2020's solution](#)

**313.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[diandian2020's solution](#)

**314.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[diandian2020's solution](#)

**315.**

2164F1

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

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

[diandian2020's solution](#)

**316.**

1264D1

[Beautiful Bracket Sequence \(easy version\) · Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[diandian2020's solution](#)

**317.**

2085F1

[Serval and Colorful Array \(Easy Version\) · Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[diandian2020's solution](#)

**318.**

1821F

[Timber · Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[diandian2020's solution](#)

**319.**

599E

[Sandy and Nuts · Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, trees

[diandian2020's solution](#)

**320.**

1799G

[Count Voting · Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**321.**

1554E

[You · Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[diandian2020's solution](#)

**322.**

917D

[Stranger Trees · Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[diandian2020's solution](#)

**323.**

1178F2

[Long Colorful Strip · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[diandian2020's solution](#)

**324.**

382E

[Ksenia and Combinatorics · Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[diandian2020's solution](#)

**325.**

1823F

[Random Walk · Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[diandian2020's solution](#)

**326.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[diandian2020's solution](#)

**327.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[diandian2020's solution](#)

**328.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math

[diandian2020's solution](#)

**329.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[diandian2020's solution](#)

**330.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[diandian2020's solution](#)

**331.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[diandian2020's solution](#)

**332.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[diandian2020's solution](#)

**333.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[diandian2020's solution](#)

**334.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[diandian2020's solution](#)

**335.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[diandian2020's solution](#)

**336.**

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[diandian2020's solution](#)

**337.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[diandian2020's solution](#)

**338.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[diandian2020's solution](#)

**339.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-09-12 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[diandian2020's solution](#)

**340.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[diandian2020's solution](#)

**341.**

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[diandian2020's solution](#)

**342.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[diandian2020's solution](#)

**343.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[diandian2020's solution](#)

**344.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2026-03-25 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[diandian2020's solution](#)

**345.**

2026F

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

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[diandian2020's solution](#)

**346.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[diandian2020's solution](#)

**347.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[diandian2020's solution](#)

**348.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[diandian2020's solution](#)

**349.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[diandian2020's solution](#)

**350.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[diandian2020's solution](#)

**351.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[diandian2020's solution](#)

**352.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[diandian2020's solution](#)

**353.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[diandian2020's solution](#)

**354.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees  
[diandian2020's solution](#)

**355.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[diandian2020's solution](#)

**356.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[diandian2020's solution](#)

**357.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2024-04-21 · last AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[diandian2020's solution](#)

**358.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[diandian2020's solution](#)

**359.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[diandian2020's solution](#)

**360.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[diandian2020's solution](#)

**361.**

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[diandian2020's solution](#)

**362.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[diandian2020's solution](#)

**363.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[diandian2020's solution](#)

**364.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[diandian2020's solution](#)

**365.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[diandian2020's solution](#)

**366.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[diandian2020's solution](#)

**367.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[diandian2020's solution](#)

**368.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[diandian2020's solution](#)

**369.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[diandian2020's solution](#)

**370.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[diandian2020's solution](#)

**371.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[diandian2020's solution](#)

**372.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[diandian2020's solution](#)

**373.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[diandian2020's solution](#)

**374.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[diandian2020's solution](#)

**375.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[diandian2020's solution](#)

**376.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[diandian2020's solution](#)

**377.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[diandian2020's solution](#)

**378.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory

[diandian2020's solution](#)

**379.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[diandian2020's solution](#)

**380.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[diandian2020's solution](#)

**381.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[diandian2020's solution](#)

**382.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[diandian2020's solution](#)

**383.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[diandian2020's solution](#)

**384.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[diandian2020's solution](#)

**385.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[diandian2020's solution](#)

**386.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[diandian2020's solution](#)

**387.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees  
[diandian2020's solution](#)

**388.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees  
[diandian2020's solution](#)

**389.**

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings  
[diandian2020's solution](#)

**390.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[diandian2020's solution](#)

**391.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[diandian2020's solution](#)

**392.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[diandian2020's solution](#)

**393.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[diandian2020's solution](#)

**394.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[diandian2020's solution](#)

**395.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation  
[diandian2020's solution](#)

**396.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[diandian2020's solution](#)

**397.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[diandian2020's solution](#)

**398.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[diandian2020's solution](#)

**399.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-07-06 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[diandian2020's solution](#)

**400.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[diandian2020's solution](#)

**401.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[diandian2020's solution](#)

**402.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[diandian2020's solution](#)

**403.**

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-31 · last AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[diandian2020's solution](#)

**404.**

1738G

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

Quality: 556 global accepts · Rating: 2900 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[diandian2020's solution](#)

**405.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[diandian2020's solution](#)

**406.**

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[diandian2020's solution](#)

**407.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[diandian2020's solution](#)

**408.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math

[diandian2020's solution](#)

**409.**

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[diandian2020's solution](#)

**410.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**411.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, number theory

[diandian2020's solution](#)

**412.**

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[diandian2020's solution](#)

**413.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees

[diandian2020's solution](#)

**414.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[diandian2020's solution](#)

**415.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[diandian2020's solution](#)

**416.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[diandian2020's solution](#)

**417.**

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[diandian2020's solution](#)

**418.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[diandian2020's solution](#)

**419.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks  
[diandian2020's solution](#)

**420.**

1266F

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

Quality: 377 global accepts · Rating: 2900 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs  
[diandian2020's solution](#)

**421.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, math  
[diandian2020's solution](#)

**422.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[diandian2020's solution](#)

**423.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings  
[diandian2020's solution](#)

**424.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[diandian2020's solution](#)

**425.**

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math  
[diandian2020's solution](#)

**426.**

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry  
[diandian2020's solution](#)

**427.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[diandian2020's solution](#)

**428.**

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[diandian2020's solution](#)

**429.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[diandian2020's solution](#)

**430.**

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[diandian2020's solution](#)

**431.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[diandian2020's solution](#)

**432.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[diandian2020's solution](#)

**433.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[diandian2020's solution](#)

**434.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[diandian2020's solution](#)

**435.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[diandian2020's solution](#)

**436.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory, probabilities

[diandian2020's solution](#)

**437.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[diandian2020's solution](#)

**438.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees  
[diandian2020's solution](#)

**439.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities  
[diandian2020's solution](#)

**440.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees  
[diandian2020's solution](#)

**441.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities  
[diandian2020's solution](#)

**442.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees  
[diandian2020's solution](#)

**443.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[diandian2020's solution](#)

**444.**

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[diandian2020's solution](#)

**445.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[diandian2020's solution](#)

**446.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[diandian2020's solution](#)

**447.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, number theory  
[diandian2020's solution](#)

**448.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[diandian2020's solution](#)

**449.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[diandian2020's solution](#)

**450.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[diandian2020's solution](#)

**451.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[diandian2020's solution](#)

**452.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, number theory

[diandian2020's solution](#)

**453.**

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[diandian2020's solution](#)

**454.**

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[diandian2020's solution](#)

**455.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[diandian2020's solution](#)

**456.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle

[diandian2020's solution](#)

**457.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[diandian2020's solution](#)

**458.**

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[diandian2020's solution](#)

**459.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, math

[diandian2020's solution](#)

**460.**

1528E

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

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[diandian2020's solution](#)

**461.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[diandian2020's solution](#)

**462.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[diandian2020's solution](#)

**463.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[diandian2020's solution](#)

**464.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[diandian2020's solution](#)

**465.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[diandian2020's solution](#)

**466.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[diandian2020's solution](#)

**467.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[diandian2020's solution](#)

**468.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: flows

[diandian2020's solution](#)

**469.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[diandian2020's solution](#)

**470.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: flows

[diandian2020's solution](#)

**471.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[diandian2020's solution](#)

**472.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[diandian2020's solution](#)

**473.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[diandian2020's solution](#)

**474.**

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[diandian2020's solution](#)

**475.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[diandian2020's solution](#)

**476.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[diandian2020's solution](#)

**477.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[diandian2020's solution](#)

**478.**

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[diandian2020's solution](#)

**479.**

2056F2

[Xor of Median \(Hard Version\) · Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[diandian2020's solution](#)

**480.**

1988F

[Heartbeat · Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[diandian2020's solution](#)

**481.**

2018F2

[Speedbreaker Counting \(Medium Version\) · Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[diandian2020's solution](#)

**482.**

506E

[Mr. Kitayuta's Gift · Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[diandian2020's solution](#)

**483.**

1299D

[Around the World · Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-08-25 · last AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[diandian2020's solution](#)

**484.**

1267G

[Game Relics · Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[diandian2020's solution](#)

**485.**

1149D

[Abandoning Roads · Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, greedy

[diandian2020's solution](#)

**486.**

2075F

[Beautiful Sequence Returns · Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[diandian2020's solution](#)

**487.**

1889D

[Game of Stacks · Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[diandian2020's solution](#)

**488.**

1874E

[Jellyfish and Hack · Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[diandian2020's solution](#)

**489.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory  
[diandian2020's solution](#)

**490.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[diandian2020's solution](#)

**491.**

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[diandian2020's solution](#)

**492.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[diandian2020's solution](#)

**493.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[diandian2020's solution](#)

**494.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[diandian2020's solution](#)

**495.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[diandian2020's solution](#)

**496.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[diandian2020's solution](#)

**497.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[diandian2020's solution](#)

**498.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[diandian2020's solution](#)

**499.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[diandian2020's solution](#)

**500.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[diandian2020's solution](#)

**501.**

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-07-13 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[diandian2020's solution](#)

**502.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2026-04-28 · last AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[diandian2020's solution](#)

**503.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[diandian2020's solution](#)

**504.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[diandian2020's solution](#)

**505.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[diandian2020's solution](#)

**506.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[diandian2020's solution](#)

**507.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[diandian2020's solution](#)

**508.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[diandian2020's solution](#)

**509.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees  
[diandian2020's solution](#)

**510.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[diandian2020's solution](#)

**511.**

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[diandian2020's solution](#)

**512.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy  
[diandian2020's solution](#)

**513.**

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[diandian2020's solution](#)

**514.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[diandian2020's solution](#)

**515.**

446E

[DZY Loves Bridges](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices  
[diandian2020's solution](#)

**516.**

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
[diandian2020's solution](#)

**517.**

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry  
[diandian2020's solution](#)

**518.**

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp  
[diandian2020's solution](#)

**519.**

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, strings  
[diandian2020's solution](#)

**520.**

164E

[Polycarpus and Tasks](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3100 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[diandian2020's solution](#)

**521.**

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[diandian2020's solution](#)

**522.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, sortings

[diandian2020's solution](#)

**523.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[diandian2020's solution](#)

**524.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[diandian2020's solution](#)

**525.**

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[diandian2020's solution](#)

**526.**

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[diandian2020's solution](#)

**527.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[diandian2020's solution](#)

**528.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[diandian2020's solution](#)

**529.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-07-08 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[diandian2020's solution](#)

**530.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[diandian2020's solution](#)

**531.**

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[diandian2020's solution](#)

**532.**

765F

[Souvenirs](#) · Tutorial

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[diandian2020's solution](#)

**533.**

516E

[Brazil and His Happy Friends](#) · Tutorial

Quality: 605 global accepts · Rating: 3100 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[diandian2020's solution](#)

**534.**

1603E

[A Perfect Problem](#) · Tutorial

Quality: 641 global accepts · Rating: 3200 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

**535.**

1830F

[The Third Grace](#) · Tutorial

Quality: 360 global accepts · Rating: 3200 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[diandian2020's solution](#)

**536.**

1608F

[MEX counting](#) · Tutorial

Quality: 839 global accepts · Rating: 3200 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[diandian2020's solution](#)

**537.**

2096H

[Wonderful XOR Problem](#) · Tutorial

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[diandian2020's solution](#)

**538.**

1416E

[Split](#) · Tutorial

Quality: 432 global accepts · Rating: 3200 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[diandian2020's solution](#)

**539.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[diandian2020's solution](#)

**540.**

2159D2

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

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[diandian2020's solution](#)

**541.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[diandian2020's solution](#)

**542.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices  
[diandian2020's solution](#)

**543.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: trees  
[diandian2020's solution](#)

**544.**

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers  
[diandian2020's solution](#)

**545.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings  
[diandian2020's solution](#)

**546.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: fft, math  
[diandian2020's solution](#)

**547.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[diandian2020's solution](#)

**548.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[diandian2020's solution](#)

**549.**

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees  
[diandian2020's solution](#)

**550.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
[diandian2020's solution](#)

**551.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[diandian2020's solution](#)

## 552.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[diandian2020's solution](#)

## 553.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[diandian2020's solution](#)

## 554.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[diandian2020's solution](#)

## 555.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[diandian2020's solution](#)

## 556.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[diandian2020's solution](#)

## 557.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[diandian2020's solution](#)

## 558.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry

[diandian2020's solution](#)

## 559.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[diandian2020's solution](#)

## 560.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[diandian2020's solution](#)

## 561.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing

[diandian2020's solution](#)

**562.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[diandian2020's solution](#)

**563.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory

[diandian2020's solution](#)

**564.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[diandian2020's solution](#)

**565.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[diandian2020's solution](#)

**566.**

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[diandian2020's solution](#)

**567.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[diandian2020's solution](#)

**568.**

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

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**569.**

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

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**570.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

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**571.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

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**572.**

1268E

[Happy Cactus](#) · [Tutorial](#)

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**573.**

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**574.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

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**575.**

2135F

[To the Infinity](#) · [Tutorial](#)

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**576.**

2157I

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**577.**

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

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**578.**

2124I

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**579.**

2147H

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Quality: 189 global accepts · Rating: 3500 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

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**580.**

2062G

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Quality: 174 global accepts · Rating: 3500 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

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**581.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

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**582.**

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

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**583.**

1874F

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Quality: 443 global accepts · Rating: 3500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

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**584.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

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**585.**

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

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**586.**

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

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**587.**

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

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**588.**

1916G

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Quality: 235 global accepts · Rating: 3500 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

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**589.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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**590.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

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**591.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, sortings

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**592.**

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

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**593.**

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees  
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**594.**

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings  
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**595.**

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs  
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**596.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
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**597.**

1450G

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**598.**

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp  
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**599.**

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

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**600.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**601.**

102354B

[Yet Another Convolution](#) · [Tutorial](#)

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**602.**

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**603.**

1192B

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**604.**

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**605.**

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**606.**

104053A

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Rating: — · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**607.**

101955M

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**608.**

102511D

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**609.**

102511A

[Azulejos](#) · [Tutorial](#)

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