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Unique solved — dingdong

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- 1.**
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- 7.**
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- 8.**
2133B
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2133A
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1797A

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19.

2103A

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2078A

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22.

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48.

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66.

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2140B

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70.

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72.

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78.

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83.

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1972B
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2147B
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2144B
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1784A
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95.

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[dingdong's solution](#)

104.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[dingdong's solution](#)

105.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dingdong's solution](#)

106.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[dingdong's solution](#)

107.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[dingdong's solution](#)

108.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[dingdong's solution](#)

109.

2078B

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

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[dingdong's solution](#)

110.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[dingdong's solution](#)

111.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dingdong's solution](#)

112.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[dingdong's solution](#)

113.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, sortings

[dingdong's solution](#)

114.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[dingdong's solution](#)

115.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[dingdong's solution](#)

116.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[dingdong's solution](#)

117.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[dingdong's solution](#)

118.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[dingdong's solution](#)

119.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[dingdong's solution](#)

120.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[dingdong's solution](#)

121.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[dingdong's solution](#)

122.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[dingdong's solution](#)

123.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[dingdong's solution](#)

124.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[dingdong's solution](#)

125.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[dingdong's solution](#)

126.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,562 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation,

sortings, strings

[dingdong's solution](#)

127.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[dingdong's solution](#)

128.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dingdong's solution](#)

129.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[dingdong's solution](#)

130.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[dingdong's solution](#)

131.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[dingdong's solution](#)

132.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[dingdong's solution](#)

133.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[dingdong's solution](#)

134.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[dingdong's solution](#)

135.

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[dingdong's solution](#)

136.

1990B

[Array Craft](#) · [Tutorial](#)

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

[dingdong's solution](#)

137.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dingdong's solution](#)

138.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[dingdong's solution](#)

139.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[dingdong's solution](#)

140.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[dingdong's solution](#)

141.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[dingdong's solution](#)

142.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[dingdong's solution](#)

143.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[dingdong's solution](#)

144.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[dingdong's solution](#)

145.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[dingdong's solution](#)

146.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dingdong's solution](#)

147.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dingdong's solution](#)

148.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[dingdong's solution](#)

149.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[dingdong's solution](#)

150.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[dingdong's solution](#)

151.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[dingdong's solution](#)

152.

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[dingdong's solution](#)

153.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[dingdong's solution](#)

154.

2150A

[Incremental Path](#) · [Tutorial](#)

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

155.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[dingdong's solution](#)

156.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[dingdong's solution](#)

157.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[dingdong's solution](#)

158.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[dingdong's solution](#)

159.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[dingdong's solution](#)

160.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[dingdong's solution](#)

161.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dingdong's solution](#)

162.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[dingdong's solution](#)

163.

1973B

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

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

[dingdong's solution](#)

164.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[dingdong's solution](#)

165.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[dingdong's solution](#)

166.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[dingdong's solution](#)

167.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[dingdong's solution](#)

168.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[dingdong's solution](#)

169.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[dingdong's solution](#)

170.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dingdong's solution](#)

171.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[dingdong's solution](#)

172.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[dingdong's solution](#)

173.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[dingdong's solution](#)

174.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[dingdong's solution](#)

175.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dingdong's solution](#)

176.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[dingdong's solution](#)

177.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[dingdong's solution](#)

178.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[dingdong's solution](#)

179.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, math
[dingdong's solution](#)

180.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers
[dingdong's solution](#)

181.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games
[dingdong's solution](#)

182.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
[dingdong's solution](#)

183.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[dingdong's solution](#)

184.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings
[dingdong's solution](#)

185.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dingdong's solution](#)

186.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[dingdong's solution](#)

187.

2147C

[Rabbits](#) · [Tutorial](#)

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

[dingdong's solution](#)

188.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[dingdong's solution](#)

189.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[dingdong's solution](#)

190.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[dingdong's solution](#)

191.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[dingdong's solution](#)

192.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[dingdong's solution](#)

193.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[dingdong's solution](#)

194.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[dingdong's solution](#)

195.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[dingdong's solution](#)

196.

1106D

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

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[dingdong's solution](#)

197.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[dingdong's solution](#)

198.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[dingdong's solution](#)

199.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[dingdong's solution](#)

200.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[dingdong's solution](#)

201.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[dingdong's solution](#)

202.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[dingdong's solution](#)

203.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[dingdong's solution](#)

204.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[dingdong's solution](#)

205.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dingdong's solution](#)

206.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices
[dingdong's solution](#)

207.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings
[dingdong's solution](#)

208.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation
[dingdong's solution](#)

209.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[dingdong's solution](#)

210.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[dingdong's solution](#)

211.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
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212.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
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213.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[dingdong's solution](#)

214.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers
[dingdong's solution](#)

215.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dingdong's solution](#)

216.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[dingdong's solution](#)

217.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[dingdong's solution](#)

218.

1754D

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

Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[dingdong's solution](#)

219.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[dingdong's solution](#)

220.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[dingdong's solution](#)

221.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[dingdong's solution](#)

222.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dingdong's solution](#)

223.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,472 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[dingdong's solution](#)

224.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[dingdong's solution](#)

225.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dingdong's solution](#)

226.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[dingdong's solution](#)

227.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[dingdong's solution](#)

228.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[dingdong's solution](#)

229.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[dingdong's solution](#)

230.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 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
[dingdong's solution](#)

231.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[dingdong's solution](#)

232.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[dingdong's solution](#)

233.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[dingdong's solution](#)

234.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[dingdong's solution](#)

235.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[dingdong's solution](#)

236.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[dingdong's solution](#)

237.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-05-16 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[dingdong's solution](#)

238.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[dingdong's solution](#)

239.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[dingdong's solution](#)

240.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[dingdong's solution](#)

241.

1973C

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

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

[dingdong's solution](#)

242.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[dingdong's solution](#)

243.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[dingdong's solution](#)

244.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[dingdong's solution](#)

245.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[dingdong's solution](#)

246.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dingdong's solution](#)

247.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[dingdong's solution](#)

248.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[dingdong's solution](#)

249.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[dingdong's solution](#)

250.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[dingdong's solution](#)

251.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dingdong's solution](#)

252.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dingdong's solution](#)

253.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dingdong's solution](#)

254.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[dingdong's solution](#)

255.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[dingdong's solution](#)

256.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[dingdong's solution](#)

257.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dingdong's solution](#)

258.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[dingdong's solution](#)

259.

1497E1

[Square-Free Division \(easy version\) · Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[dingdong's solution](#)

260.

546D

[Soldier and Number Game · Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[dingdong's solution](#)

261.

385C

[Bear and Prime Numbers · Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[dingdong's solution](#)

262.

798C

[Mike and gcd problem · Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[dingdong's solution](#)

263.

1619E

[MEX and Increments · Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[dingdong's solution](#)

264.

225C

[Barcode · Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[dingdong's solution](#)

265.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[dingdong's solution](#)

266.

1681D

[Required Length · Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[dingdong's solution](#)

267.

1881F

[Minimum Maximum Distance · Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[dingdong's solution](#)

268.

567C

[Geometric Progression · Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[dingdong's solution](#)

269.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[dingdong's solution](#)

270.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2024-04-23 · PyPy 3 (first AC) · Tags: dp, greedy, math
[dingdong's solution](#)

271.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dingdong's solution](#)

272.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[dingdong's solution](#)

273.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[dingdong's solution](#)

274.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[dingdong's solution](#)

275.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[dingdong's solution](#)

276.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[dingdong's solution](#)

277.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[dingdong's solution](#)

278.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[dingdong's solution](#)

279.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[dingdong's solution](#)

280.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[dingdong's solution](#)

281.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[dingdong's solution](#)

282.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[dingdong's solution](#)

283.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[dingdong's solution](#)

284.

1990D

[Grid Puzzle](#) · [Tutorial](#)

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

[dingdong's solution](#)

285.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, sortings

[dingdong's solution](#)

286.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[dingdong's solution](#)

287.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dingdong's solution](#)

288.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities

[dingdong's solution](#)

289.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2024-06-12 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[dingdong's solution](#)

290.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[dingdong's solution](#)

291.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dingdong's solution](#)

292.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[dingdong's solution](#)

293.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[dingdong's solution](#)

294.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dingdong's solution](#)

295.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[dingdong's solution](#)

296.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[dingdong's solution](#)

297.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[dingdong's solution](#)

298.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[dingdong's solution](#)

299.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two

pointers

[dingdong's solution](#)

300.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[dingdong's solution](#)

301.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dingdong's solution](#)

302.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[dingdong's solution](#)

303.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[dingdong's solution](#)

304.

2128E1

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305.

2109D

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306.

1701D

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307.

109B

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308.

1914F

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309.

1929D

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310.

1367E

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311.

1353E

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312.

552C

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313.

463D

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314.

16E

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315.

959E

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316.

1494C

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317.

1902D

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318.

1400D

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319.

1545B

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320.

1490G

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321.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math
[dingdong's solution](#)

322.

1955G

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323.

1704D

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324.

1729F

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325.

1794D

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326.

1627D

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327.

1624G

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[dingdong's solution](#)

328.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
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329.

1679D

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graphs

[dingdong's solution](#)

330.

1777D

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[dingdong's solution](#)

331.

1647D

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[dingdong's solution](#)

332.

1744E2

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[dingdong's solution](#)

333.

1977C

[Nikita and LCM](#) · [Tutorial](#)

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[dingdong's solution](#)

334.

1620E

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

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[dingdong's solution](#)

335.

351B

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[dingdong's solution](#)

336.

550D

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[dingdong's solution](#)

337.

817D

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Quality: 6,289 global accepts · Rating: 1900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[dingdong's solution](#)

338.

1697D

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[dingdong's solution](#)

339.

1949C

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340.

1547F

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341.

1918D

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[dingdong's solution](#)

342.

1303D

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[dingdong's solution](#)

343.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dingdong's solution](#)

344.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, sortings
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345.

1444B

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346.

134B

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347.

1878F

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348.

731F

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349.

1656D

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350.

1081E

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351.

1294E

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352.

1168B

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353.

818E

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354.

215D

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355.

1328E

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356.

1383B

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357.

832D

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358.

69D

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359.

557C

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360.

510D

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361.

1207E

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362.

1369D

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363.

1968G1

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364.

803C

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365.

20C

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366.

577B

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367.

2140D

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368.

2135C

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369.

2131G

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Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
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370.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
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371.

1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
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372.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers
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373.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
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374.

2103D

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Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
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375.

1349C

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376.

1349B

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377.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
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378.

388C

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Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
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379.

87C

[Interesting Game](#) · [Tutorial](#)

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380.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[dingdong's solution](#)

381.

1992G

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Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[dingdong's solution](#)

382.

1551E

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Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
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383.

1857G

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Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[dingdong's solution](#)

384.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities
[dingdong's solution](#)

385.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
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386.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[dingdong's solution](#)

387.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[dingdong's solution](#)

388.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[dingdong's solution](#)

389.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation
[dingdong's solution](#)

390.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
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391.

1379C

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Quality: 6,082 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
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392.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers
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393.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
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394.

1974G

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Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
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395.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: math
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396.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
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397.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[dingdong's solution](#)

398.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[dingdong's solution](#)

399.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[dingdong's solution](#)

400.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[dingdong's solution](#)

401.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[dingdong's solution](#)

402.

940E

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Quality: 4,392 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

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403.

1244E

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Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[dingdong's solution](#)

404.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dingdong's solution](#)

405.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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406.

1506G

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

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[dingdong's solution](#)

407.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

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408.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[dingdong's solution](#)

409.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[dingdong's solution](#)

410.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[dingdong's solution](#)

411.

1754E

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

Rating: 2000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities
[dingdong's solution](#)

412.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[dingdong's solution](#)

413.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[dingdong's solution](#)

414.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[dingdong's solution](#)

415.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[dingdong's solution](#)

416.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[dingdong's solution](#)

417.

314C

[Sereja and Subsequences](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[dingdong's solution](#)

418.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[dingdong's solution](#)

419.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[dingdong's solution](#)

420.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math
[dingdong's solution](#)

421.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,540 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings
[dingdong's solution](#)

422.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings
[dingdong's solution](#)

423.

345C

[Counting Fridays](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 2000 · first AC: 2024-06-02 · Ada (first AC) · Tags: *special
[dingdong's solution](#)

424.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, strings
[dingdong's solution](#)

425.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[dingdong's solution](#)

426.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry
[dingdong's solution](#)

427.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[dingdong's solution](#)

428.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp
[dingdong's solution](#)

429.

162I

[Truncatable primes](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 2000 · first AC: 2024-06-02 · Factor (first AC) · Tags: *special
[dingdong's solution](#)

430.

1891F

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Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[dingdong's solution](#)

431.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[dingdong's solution](#)

432.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[dingdong's solution](#)

433.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[dingdong's solution](#)

434.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[dingdong's solution](#)

435.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[dingdong's solution](#)

436.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[dingdong's solution](#)

437.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[dingdong's solution](#)

438.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[dingdong's solution](#)

439.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[dingdong's solution](#)

440.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dingdong's solution](#)

441.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory
[dingdong's solution](#)

442.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[dingdong's solution](#)

443.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[dingdong's solution](#)

444.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[dingdong's solution](#)

445.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, number theory
[dingdong's solution](#)

446.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[dingdong's solution](#)

447.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[dingdong's solution](#)

448.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[dingdong's solution](#)

449.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[dingdong's solution](#)

450.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[dingdong's solution](#)

451.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[dingdong's solution](#)

452.

1970B2

[Exact Neighbours \(Medium\) · Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dingdong's solution](#)

453.

1771D

[Hossam and \(sub-\)palindromic tree · Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[dingdong's solution](#)

454.

1920E

[Counting Binary Strings · Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dingdong's solution](#)

455.

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[dingdong's solution](#)

456.

2045I

[Microwavable Subsequence · Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[dingdong's solution](#)

457.

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dingdong's solution](#)

458.

2037F

[Ardent Flames · Tutorial](#)

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[dingdong's solution](#)

459.

2044H

[Hard Demon Problem · Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[dingdong's solution](#)

460.

1838D

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Quality: 3,709 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings
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461.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[dingdong's solution](#)

462.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
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463.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
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464.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[dingdong's solution](#)

465.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
[dingdong's solution](#)

466.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[dingdong's solution](#)

467.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
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468.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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469.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[dingdong's solution](#)

470.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[dingdong's solution](#)

471.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[dingdong's solution](#)

472.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[dingdong's solution](#)

473.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[dingdong's solution](#)

474.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2025-03-12 · Kotlin 1.7 (first AC) · Tags: *special, dp, games, greedy

[dingdong's solution](#)

475.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[dingdong's solution](#)

476.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[dingdong's solution](#)

477.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[dingdong's solution](#)

478.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[dingdong's solution](#)

479.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[dingdong's solution](#)

480.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[dingdong's solution](#)

481.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[dingdong's solution](#)

482.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[dingdong's solution](#)

483.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[dingdong's solution](#)

484.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[dingdong's solution](#)

485.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[dingdong's solution](#)

486.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[dingdong's solution](#)

487.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive, math

[dingdong's solution](#)

488.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[dingdong's solution](#)

489.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory
[dingdong's solution](#)

490.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[dingdong's solution](#)

491.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[dingdong's solution](#)

492.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings

[dingdong's solution](#)

493.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, probabilities

[dingdong's solution](#)

494.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dingdong's solution](#)

495.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[dingdong's solution](#)

496.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[dingdong's solution](#)

497.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[dingdong's solution](#)

498.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[dingdong's solution](#)

499.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive,

number theory

[dingdong's solution](#)

500.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[dingdong's solution](#)

501.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[dingdong's solution](#)

502.

2140E1

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

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[dingdong's solution](#)

503.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[dingdong's solution](#)

504.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[dingdong's solution](#)

505.

1784C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[dingdong's solution](#)

506.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dingdong's solution](#)

507.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[dingdong's solution](#)

508.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[dingdong's solution](#)

509.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[dingdong's solution](#)

510.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[dingdong's solution](#)

511.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[dingdong's solution](#)

512.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[dingdong's solution](#)

513.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dingdong's solution](#)

514.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[dingdong's solution](#)

515.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[dingdong's solution](#)

516.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[dingdong's solution](#)

517.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[dingdong's solution](#)

518.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[dingdong's solution](#)

519.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[dingdong's solution](#)

520.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-09-21 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[dingdong's solution](#)

521.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[dingdong's solution](#)

522.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[dingdong's solution](#)

523.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, math

[dingdong's solution](#)

524.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[dingdong's solution](#)

525.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[dingdong's solution](#)

526.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[dingdong's solution](#)

527.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dingdong's solution](#)

528.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[dingdong's solution](#)

529.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dingdong's solution](#)

530.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[dingdong's solution](#)

531.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[dingdong's solution](#)

532.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[dingdong's solution](#)

533.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[dingdong's solution](#)

534.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[dingdong's solution](#)

535.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2024-06-05 · Python 3 (first AC) · Tags: binary search, brute force, math, ternary search

[dingdong's solution](#)

536.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[dingdong's solution](#)

537.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dingdong's solution](#)

538.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-29 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[dingdong's solution](#)

539.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[dingdong's solution](#)

540.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[dingdong's solution](#)

541.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[dingdong's solution](#)

542.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[dingdong's solution](#)

543.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[dingdong's solution](#)

544.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[dingdong's solution](#)

545.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[dingdong's solution](#)

546.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-01-03 · last AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[dingdong's solution](#)

547.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy
[dingdong's solution](#)

548.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[dingdong's solution](#)

549.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[dingdong's solution](#)

550.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[dingdong's solution](#)

551.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[dingdong's solution](#)

552.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dingdong's solution](#)

553.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[dingdong's solution](#)

554.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[dingdong's solution](#)

555.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[dingdong's solution](#)

556.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, shortest paths

[dingdong's solution](#)

557.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[dingdong's solution](#)

558.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[dingdong's solution](#)

559.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2025-01-03 · last AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[dingdong's solution](#)

560.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[dingdong's solution](#)

561.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[dingdong's solution](#)

562.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[dingdong's solution](#)

563.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[dingdong's solution](#)

564.

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[dingdong's solution](#)

565.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[dingdong's solution](#)

566.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[dingdong's solution](#)

567.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[dingdong's solution](#)

568.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[dingdong's solution](#)

569.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2025-05-16 · last AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[dingdong's solution](#)

570.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[dingdong's solution](#)

571.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities
[dingdong's solution](#)

572.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, number theory
[dingdong's solution](#)

573.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[dingdong's solution](#)

574.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[dingdong's solution](#)

575.

2085F1

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

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[dingdong's solution](#)

576.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[dingdong's solution](#)

577.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
[dingdong's solution](#)

578.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[dingdong's solution](#)

579.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[dingdong's solution](#)

580.

2085F2

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

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[dingdong's solution](#)

581.

2147G

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

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[dingdong's solution](#)

582.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

583.

105403B

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

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

584.

105418H

[AI Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

585.

105418G

[Odd Non Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

586.

105418E

[Magical Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

587.

105418D

[Harsh and profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

588.

104002E

[William and Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

589.

100135D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

590.

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

591.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

592.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[dingdong's solution](#)

593.

104520H

[Permutator · Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dingdong's solution](#)