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Unique solved — dlham

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

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

Filters: none

Count: 410

1.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[dlham's solution](#)

2.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,504 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dlham's solution](#)

3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,752 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[dlham's solution](#)

4.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math

[dlham's solution](#)

5.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[dlham's solution](#)

6.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[dlham's solution](#)

7.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[dlham's solution](#)

8.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[dlham's solution](#)

9.

2211A

[Antimedial Deletion](#) · [Tutorial](#)

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[dlham's solution](#)

10.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,503 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[dlhham's solution](#)

11.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,167 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[dlhham's solution](#)

12.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,527 global accepts · Rating: 800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[dlhham's solution](#)

13.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[dlhham's solution](#)

14.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,764 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[dlhham's solution](#)

15.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,258 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[dlhham's solution](#)

16.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,699 global accepts · Rating: 800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[dlhham's solution](#)

17.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dlhham's solution](#)

18.

1979A

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

Quality: 31,795 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[dlhham's solution](#)

19.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[dlhham's solution](#)

20.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[dlhham's solution](#)

21.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[dlhham's solution](#)

22.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[dlhham's solution](#)

23.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[dlhham's solution](#)

24.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[dlhham's solution](#)

25.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dlhham's solution](#)

26.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[dlhham's solution](#)

27.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[dlhham's solution](#)

28.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[dlhham's solution](#)

29.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[dlhham's solution](#)

30.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[dlhham's solution](#)

31.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[dlhham's solution](#)

32.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[dlhham's solution](#)

33.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[dlhham's solution](#)

34.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[dlhham's solution](#)

35.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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36.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[dlhham's solution](#)

37.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,312 global accepts · Rating: 800 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: implementation, math

[dlhham's solution](#)

38.

492A

[Vanya and Cubes](#) · [Tutorial](#)

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39.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,845 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation

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40.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: implementation

[dlhham's solution](#)

41.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,577 global accepts · Rating: 900 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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- 42.**
2200C
[Specialty String](#) · [Tutorial](#)
Quality: 21,750 global accepts · Rating: 900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[dlhham's solution](#)
- 43.**
2209B
[Array](#) · [Tutorial](#)
Quality: 19,410 global accepts · Rating: 900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[dlhham's solution](#)
- 44.**
1918B
[Minimize Inversions](#) · [Tutorial](#)
Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
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- 45.**
1775A2
[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)
Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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- 46.**
1768B
[Quick Sort](#) · [Tutorial](#)
Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[dlhham's solution](#)
- 47.**
1779B
[MKnez's ConstructiveForces Task](#) · [Tutorial](#)
Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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- 48.**
1737A
[Ela Sorting Books](#) · [Tutorial](#)
Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[dlhham's solution](#)
- 49.**
1726A
[Mainak and Array](#) · [Tutorial](#)
Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dlhham's solution](#)
- 50.**
1696B
[NIT Destroys the Universe](#) · [Tutorial](#)
Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[dlhham's solution](#)
- 51.**
913A
[Modular Exponentiation](#) · [Tutorial](#)
Quality: 24,181 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, math
[dlhham's solution](#)
- 52.**
776A
[A Serial Killer](#) · [Tutorial](#)
Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[dlhham's solution](#)

53.

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[dlhham's solution](#)

54.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[dlhham's solution](#)

55.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[dlhham's solution](#)

56.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[dlhham's solution](#)

57.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[dlhham's solution](#)

58.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[dlhham's solution](#)

59.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[dlhham's solution](#)

60.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[dlhham's solution](#)

61.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[dlhham's solution](#)

62.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation
[dlhham's solution](#)

63.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: sortings
[dlhham's solution](#)

64.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings
[dlhham's solution](#)

65.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[dlhham's solution](#)

66.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[dlhham's solution](#)

67.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,695 global accepts · Rating: 1100 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[dlhham's solution](#)

68.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[dlhham's solution](#)

69.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[dlhham's solution](#)

70.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[dlhham's solution](#)

71.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[dlhham's solution](#)

72.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[dlhham's solution](#)

73.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: implementation
[dlhham's solution](#)

74.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[dlhham's solution](#)

75.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings

[dlhham's solution](#)

76.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: implementation, math

[dlhham's solution](#)

77.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[dlhham's solution](#)

78.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[dlhham's solution](#)

79.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[dlhham's solution](#)

80.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dlhham's solution](#)

81.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[dlhham's solution](#)

82.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[dlhham's solution](#)

83.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[dlhham's solution](#)

84.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, trees

[dlhham's solution](#)

85.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, math

[dlhham's solution](#)

86.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[dlhham's solution](#)

87.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[dlhham's solution](#)

88.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,211 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[dlhham's solution](#)

89.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[dlhham's solution](#)

90.

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[dlhham's solution](#)

91.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[dlhham's solution](#)

92.

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[dlhham's solution](#)

93.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[dlhham's solution](#)

94.

2208C

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

Quality: 11,115 global accepts · Rating: 1300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[dlhham's solution](#)

95.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
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96.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[dlhham's solution](#)

97.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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98.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
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99.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[dlhham's solution](#)

100.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[dlhham's solution](#)

101.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[dlhham's solution](#)

102.

1726C

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103.

871A

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104.

493A

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105.

234C

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106.

189B

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107.

189A

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108.

136C

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109.

2209C

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110.

2204D

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Quality: 8,929 global accepts · Rating: 1400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

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111.

2097A

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112.

1918C

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113.

1923C

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114.

1929C

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115.

1696C

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implementation, math

[dlhham's solution](#)

116.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

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117.

851B

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118.

492C

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119.

228B

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120.

219B

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121.

2203C

[Test Generator](#) · [Tutorial](#)

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[dlhham's solution](#)

122.

2218F

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Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

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123.

2205C

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[dlhham's solution](#)

124.

2200E

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125.

2057C

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Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-08 · last AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dlhham's solution](#)

126.

1925C

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

Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[dlhham's solution](#)

127.

1876B

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128.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math
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129.

1616C

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[dlhham's solution](#)

130.

854C

[Planning · Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: —
[dlhham's solution](#)

131.

504A

[Misha and Forest · Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[dlhham's solution](#)

132.

497A

[Removing Columns · Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy
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133.

494A

[Treasure · Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy
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134.

189C

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135.

2207C

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136.

2207B

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Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
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137.

1904D1

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Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
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1928C

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139.

1782C

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Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
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140.

1775C

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141.

1779C

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Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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142.

1198B

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143.

1198A

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144.

949A

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145.

913C

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146.

848A

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Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++ (first AC) · Tags: constructive algorithms

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147.

781A

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Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[dlhham's solution](#)

148.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[dlhham's solution](#)

149.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[dlhham's solution](#)

150.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

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151.

500B

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152.

348A

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153.

234G

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Quality: 1,582 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, implementation

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154.

234E

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Quality: 1,050 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

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155.

234D

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156.

136D

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[dlhham's solution](#)

157.

2203D

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Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

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158.

2205D

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Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

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159.

1984C2

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

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160.

1901D

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Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

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161.

1903D1

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162.

1937C

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Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

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163.

1930C

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164.

1779D

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165.

1770C

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166.

1628B

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167.

917B

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168.

493D

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169.

2218G

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Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-14 · last AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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170.

2211C2

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

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

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171.

2209D

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172.

2204E

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[dlhham's solution](#)

173.

2208D1

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174.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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175.

1979D

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176.

1981C

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Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[dlhham's solution](#)

177.

1904D2

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178.

1922E

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179.

1935D

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180.

1935C

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181.

1930D1

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

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182.

1923D

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[dlhham's solution](#)

183.

1782D

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Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[dlhham's solution](#)

184.

1775D

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[dlhham's solution](#)

185.

1768D

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[dlhham's solution](#)

186.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math
[dlhham's solution](#)

187.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[dlhham's solution](#)

188.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: greedy

[dlhham's solution](#)

189.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: binary search, greedy

[dlhham's solution](#)

190.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: geometry

[dlhham's solution](#)

191.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[dlhham's solution](#)

192.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, math

[dlhham's solution](#)

193.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: dp

[dlhham's solution](#)

194.

492D

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Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[dlhham's solution](#)

195.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-29 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

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196.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[dlhham's solution](#)

197.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

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198.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
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199.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
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200.

1627D

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Quality: 9,371 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
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201.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[dlhham's solution](#)

202.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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203.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[dlhham's solution](#)

204.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
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205.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[dlhham's solution](#)

206.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
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207.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[dlhham's solution](#)

208.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
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209.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
[dlhham's solution](#)

210.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dlhham's solution](#)

211.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu
[dlhham's solution](#)

212.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[dlhham's solution](#)

213.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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214.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[dlhham's solution](#)

215.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[dlhham's solution](#)

216.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
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217.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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218.

1900D

[Small GCD · Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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219.

1903E

[Geo Game · Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[dlhham's solution](#)

220.

1905D

[Cyclic MEX · Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[dlhham's solution](#)

221.

1923E

[Count Paths · Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-24 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[dlhham's solution](#)

222.

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[dlhham's solution](#)

223.

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[dlhham's solution](#)

224.

1696E

[Placing Jinas · Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[dlhham's solution](#)

225.

1616D

[Keep the Average High · Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[dlhham's solution](#)

226.

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[dlhham's solution](#)

227.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2018-04-27 · last AC: 2018-04-27 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation

[dlhham's solution](#)

228.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: math

[dlhham's solution](#)

229.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[dlhham's solution](#)

230.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[dlhham's solution](#)

231.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[dlhham's solution](#)

232.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[dlhham's solution](#)

233.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[dlhham's solution](#)

234.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[dlhham's solution](#)

235.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[dlhham's solution](#)

236.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[dlhham's solution](#)

237.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dlhham's solution](#)

238.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[dlhham's solution](#)

239.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[dlhham's solution](#)

240.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[dlhham's solution](#)

241.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[dlhham's solution](#)

242.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[dlhham's solution](#)

243.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[dlhham's solution](#)

244.

854E

[Boredom](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: data structures

[dlhham's solution](#)

245.

776E

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

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: math, number theory

[dlhham's solution](#)

246.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[dlhham's solution](#)

247.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees
[dlhham's solution](#)

248.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths
[dlhham's solution](#)

249.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[dlhham's solution](#)

250.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
[dlhham's solution](#)

251.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[dlhham's solution](#)

252.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-23 · last AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[dlhham's solution](#)

253.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2200 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers
[dlhham's solution](#)

254.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[dlhham's solution](#)

255.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[dlhham's solution](#)

256.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[dlhham's solution](#)

257.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-05-16 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

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258.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[dlhham's solution](#)

259.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[dlhham's solution](#)

260.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[dlhham's solution](#)

261.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[dlhham's solution](#)

262.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[dlhham's solution](#)

263.

2085E

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

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[dlhham's solution](#)

264.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[dlhham's solution](#)

265.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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266.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[dlhham's solution](#)

267.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
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268.

1918E

[ace5 and Task Order · Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[dlhham's solution](#)

269.

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[dlhham's solution](#)

270.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[dlhham's solution](#)

271.

851E

[Arpa and a game with Mojtaba · Tutorial](#)

Rating: 2200 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[dlhham's solution](#)

272.

547A

[Mike and Frog · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math
[dlhham's solution](#)

273.

2217F

[Interval Game · Tutorial](#)

Quality: 707 global accepts · Rating: 2300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
[dlhham's solution](#)

274.

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[dlhham's solution](#)

275.

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[dlhham's solution](#)

276.

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[dlhham's solution](#)

277.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
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278.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[dlhham's solution](#)

279.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[dlhham's solution](#)

280.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[dlhham's solution](#)

281.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[dlhham's solution](#)

282.

1929F

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

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[dlhham's solution](#)

283.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[dlhham's solution](#)

284.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[dlhham's solution](#)

285.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[dlhham's solution](#)

286.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: dp
[dlhham's solution](#)

287.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[dlhham's solution](#)

288.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[dlhham's solution](#)

289.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[dlhham's solution](#)

290.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: binary search, math, number theory

[dlhham's solution](#)

291.

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[dlhham's solution](#)

292.

2211F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[dlhham's solution](#)

293.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[dlhham's solution](#)

294.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[dlhham's solution](#)

295.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[dlhham's solution](#)

296.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[dlhham's solution](#)

297.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dlhham's solution](#)

298.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[dlhham's solution](#)

299.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[dlhham's solution](#)

300.

1925F

[Fractal Origami](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[dlhham's solution](#)

301.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers

[dlhham's solution](#)

302.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[dlhham's solution](#)

303.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[dlhham's solution](#)

304.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[dlhham's solution](#)

305.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2013-08-05 · last AC: 2013-08-05 · GNU C++ (first AC) · Tags: brute force, dp

[dlhham's solution](#)

306.

2211E

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

Quality: 857 global accepts · Rating: 2500 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[dlhham's solution](#)

307.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[dlhham's solution](#)

308.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory
[dlhham's solution](#)

309.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[dlhham's solution](#)

310.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[dlhham's solution](#)

311.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[dlhham's solution](#)

312.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
[dlhham's solution](#)

313.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dlhham's solution](#)

314.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths
[dlhham's solution](#)

315.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings
[dlhham's solution](#)

316.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[dlhham's solution](#)

317.

543C

[Remembering Strings](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: bitmasks, dp

[dlhham's solution](#)

318.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[dlhham's solution](#)

319.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[dlhham's solution](#)

320.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[dlhham's solution](#)

321.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[dlhham's solution](#)

322.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[dlhham's solution](#)

323.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[dlhham's solution](#)

324.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dlhham's solution](#)

325.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[dlhham's solution](#)

326.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[dlhham's solution](#)

327.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[dlhham's solution](#)

328.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[dlhham's solution](#)

329.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[dlhham's solution](#)

330.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[dlhham's solution](#)

331.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[dlhham's solution](#)

332.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[dlhham's solution](#)

333.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[dlhham's solution](#)

334.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[dlhham's solution](#)

335.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[dlhham's solution](#)

336.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[dlhham's solution](#)

337.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[dlhham's solution](#)

338.

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[dlhham's solution](#)

339.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[dlhham's solution](#)

340.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[dlhham's solution](#)

341.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[dlhham's solution](#)

342.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[dlhham's solution](#)

343.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[dlhham's solution](#)

344.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[dlhham's solution](#)

345.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[dlhham's solution](#)

346.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[dlhham's solution](#)

347.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices
[dlhham's solution](#)

348.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory
[dlhham's solution](#)

349.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[dlhham's solution](#)

350.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[dlhham's solution](#)

351.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[dlhham's solution](#)

352.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[dlhham's solution](#)

353.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[dlhham's solution](#)

354.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[dlhham's solution](#)

355.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, trees
[dlhham's solution](#)

356.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[dlhham's solution](#)

357.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[dlhham's solution](#)

358.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-20 · last AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[dlhham's solution](#)

359.

2018E1

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

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[dlhham's solution](#)

360.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[dlhham's solution](#)

361.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2024-06-26 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp
[dlhham's solution](#)

362.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[dlhham's solution](#)

363.

2220F

[MEX Replacement on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[dlhham's solution](#)

364.

2220E

[Coloring a Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[dlhham's solution](#)

365.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[dlhham's solution](#)

366.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[dlhham's solution](#)

367.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[dlhham's solution](#)

368.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[dlhham's solution](#)

369.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,151 global accepts · Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[dlhham's solution](#)

370.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[dlhham's solution](#)

371.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[dlhham's solution](#)

372.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[dlhham's solution](#)

373.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication

[dlhham's solution](#)

374.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: *special

[dlhham's solution](#)

375.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[dlhham's solution](#)

376.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[dlhham's solution](#)

377.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[dlhham's solution](#)

378.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[dlhham's solution](#)

379.

2214B

[Are You Smiling? · Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[dlhham's solution](#)

380.

2214A

[Odd One Out · Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[dlhham's solution](#)

381.

104725B

[~EqNKj'](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[dlhham's solution](#)

382.

104725D

['NNepj:^ ^ûU\\$](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dlhham's solution](#)

383.

104725H

[\[Wq&N2n8b](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dlhham's solution](#)

384.

104725G

[!77puf'Sih!Ûb](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dlhham's solution](#)

385.

104725A

[u7401qleQ•N](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[dlhham's solution](#)

386.

104725L

[Q!b08b](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dlhham's solution](#)

387.

104725F

[g7mSG\[P^•R](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dlhham's solution](#)

388.

104725K

[RSP · Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dlhham's solution](#)

389.

105222A

[Reverse Pairs Coloring · Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[dlhham's solution](#)

390.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[dlhham's solution](#)

391.

105173I

[Password](#) · [Tutorial](#)

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

[dlhham's solution](#)

392.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-04-17 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[dlhham's solution](#)

393.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, games

[dlhham's solution](#)

394.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[dlhham's solution](#)

395.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[dlhham's solution](#)

396.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[dlhham's solution](#)

397.

104337F

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