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Unique solved — dxh3434

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

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Filters: none

Count: 361

1.

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,482 global accepts · Rating: 800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#)

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2.

959A

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Quality: 55,670 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [math](#)

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3.

1511A

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Quality: 28,829 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

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4.

2019A

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5.

1968B

[Prefiquence](#) · [Tutorial](#)

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6.

1968A

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7.

1972A

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8.

1916A

[2023](#) · [Tutorial](#)

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9.

1903A

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10.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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11.

1990A

[Submission Bait](#) · [Tutorial](#)

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[dxh3434's solution](#)

12.

1972B

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[dxh3434's solution](#)

13.

1856B

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14.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

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[dxh3434's solution](#)

15.

831A

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16.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,264 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

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17.

2046A

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[dxh3434's solution](#)

18.

2019B

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Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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19.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,867 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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20.

1916C

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greedy, implementation, math

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21.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

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22.

2023A

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Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dxh3434's solution](#)

23.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[dxh3434's solution](#)

24.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,115 global accepts · Rating: 1300 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[dxh3434's solution](#)

25.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

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26.

1972D1

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

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

[dxh3434's solution](#)

27.

1972C

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

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

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28.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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29.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dxh3434's solution](#)

30.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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31.

191A

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[dxh3434's solution](#)

32.

1990C

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Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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33.

91B

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Quality: 7,738 global accepts · Rating: 1500 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[dxh3434's solution](#)

34.

91A

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[dxh3434's solution](#)

35.

2046B

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Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[dxh3434's solution](#)

36.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[dxh3434's solution](#)

37.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dxh3434's solution](#)

38.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[dxh3434's solution](#)

39.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[dxh3434's solution](#)

40.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,166 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[dxh3434's solution](#)

41.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

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42.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[dxh3434's solution](#)

43.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[dxh3434's solution](#)

44.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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45.

1619E

[MEX and Increments](#) · [Tutorial](#)

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46.

427C

[Checkposts](#) · [Tutorial](#)

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47.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dxh3434's solution](#)

48.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[dxh3434's solution](#)

49.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[dxh3434's solution](#)

50.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[dxh3434's solution](#)

51.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[dxh3434's solution](#)

52.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[dxh3434's solution](#)

53.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[dxh3434's solution](#)

54.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[dxh3434's solution](#)

55.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
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56.

1968G1

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Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[dxh3434's solution](#)

57.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
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58.

319B

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59.

95C

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60.

1276B

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61.

292D

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62.

1103B

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[dxh3434's solution](#)

63.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math
[dxh3434's solution](#)

64.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
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65.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[dxh3434's solution](#)

66.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,908 global accepts · Rating: 2000 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[dxh3434's solution](#)

67.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[dxh3434's solution](#)

68.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[dxh3434's solution](#)

69.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search
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70.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[dxh3434's solution](#)

71.

702E

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Quality: 3,109 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs
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72.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
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73.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[dxh3434's solution](#)

74.

1338C

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[dxh3434's solution](#)

75.

2089C1

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Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[dxh3434's solution](#)

76.

650C

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Quality: 2,180 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[dxh3434's solution](#)

77.

2019F

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

Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings
[dxh3434's solution](#)

78.

806C

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

Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[dxh3434's solution](#)

79.

403C

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Rating: 2200 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math
[dxh3434's solution](#)

80.

191E

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Quality: 959 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees
[dxh3434's solution](#)

81.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[dxh3434's solution](#)

82.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[dxh3434's solution](#)

83.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[dxh3434's solution](#)

84.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[dxh3434's solution](#)

85.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[dxh3434's solution](#)

86.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[dxh3434's solution](#)

87.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[dxh3434's solution](#)

88.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, hashing, math, number theory
[dxh3434's solution](#)

89.

800C

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

Rating: 2300 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[dxh3434's solution](#)

90.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[dxh3434's solution](#)

91.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy

[dxh3434's solution](#)

92.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[dxh3434's solution](#)

93.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[dxh3434's solution](#)

94.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, graphs

[dxh3434's solution](#)

95.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[dxh3434's solution](#)

96.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[dxh3434's solution](#)

97.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[dxh3434's solution](#)

98.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[dxh3434's solution](#)

99.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, graph matchings

[dxh3434's solution](#)

100.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[dxh3434's solution](#)

101.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, trees

[dxh3434's solution](#)

102.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[dxh3434's solution](#)

103.

744C

[Hongcow Buys a Deck of Cards · Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[dxh3434's solution](#)

104.

1753D

[The Beach · Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[dxh3434's solution](#)

105.

1074D

[Deduction Queries · Tutorial](#)

Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[dxh3434's solution](#)

106.

418C

[Square Table · Tutorial](#)

Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[dxh3434's solution](#)

107.

1174F

[Ehab and the Big Finale · Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[dxh3434's solution](#)

108.

906C

[Party · Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[dxh3434's solution](#)

109.

297C

[Splitting the Uniqueness · Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dxh3434's solution](#)

110.

1142C

[U2 · Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[dxh3434's solution](#)

111.

417E

[Square Table · Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, probabilities

[dxh3434's solution](#)

112.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[dxh3434's solution](#)

113.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[dxh3434's solution](#)

114.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[dxh3434's solution](#)

115.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[dxh3434's solution](#)

116.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[dxh3434's solution](#)

117.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[dxh3434's solution](#)

118.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy
[dxh3434's solution](#)

119.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[dxh3434's solution](#)

120.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dxh3434's solution](#)

121.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[dxh3434's solution](#)

122.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[dxh3434's solution](#)

123.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[dxh3434's solution](#)

124.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dxh3434's solution](#)

125.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dxh3434's solution](#)

126.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[dxh3434's solution](#)

127.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[dxh3434's solution](#)

128.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[dxh3434's solution](#)

129.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[dxh3434's solution](#)

130.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[dxh3434's solution](#)

131.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[dxh3434's solution](#)

132.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[dxh3434's solution](#)

133.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing
[dxh3434's solution](#)

134.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[dxh3434's solution](#)

135.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees
[dxh3434's solution](#)

136.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[dxh3434's solution](#)

137.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[dxh3434's solution](#)

138.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[dxh3434's solution](#)

139.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games
[dxh3434's solution](#)

140.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[dxh3434's solution](#)

141.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dxh3434's solution](#)

142.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[dxh3434's solution](#)

143.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees
[dxh3434's solution](#)

144.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation
[dxh3434's solution](#)

145.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings
[dxh3434's solution](#)

146.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[dxh3434's solution](#)

147.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu
[dxh3434's solution](#)

148.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[dxh3434's solution](#)

149.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-03-28 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[dxh3434's solution](#)

150.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[dxh3434's solution](#)

151.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees
[dxh3434's solution](#)

152.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[dxh3434's solution](#)

153.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[dxh3434's solution](#)

154.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[dxh3434's solution](#)

155.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[dxh3434's solution](#)

156.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[dxh3434's solution](#)

157.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dxh3434's solution](#)

158.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[dxh3434's solution](#)

159.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[dxh3434's solution](#)

160.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[dxh3434's solution](#)

161.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dxh3434's solution](#)

162.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[dxh3434's solution](#)

163.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dxh3434's solution](#)

164.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[dxh3434's solution](#)

165.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[dxh3434's solution](#)

166.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[dxh3434's solution](#)

167.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[dxh3434's solution](#)

168.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dxh3434's solution](#)

169.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[dxh3434's solution](#)

170.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[dxh3434's solution](#)

171.

1071D

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

Rating: 2800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math

[dxh3434's solution](#)

172.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees

[dxh3434's solution](#)

173.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[dxh3434's solution](#)

174.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[dxh3434's solution](#)

175.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[dxh3434's solution](#)

176.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[dxh3434's solution](#)

177.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[dxh3434's solution](#)

178.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[dxh3434's solution](#)

179.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[dxh3434's solution](#)

180.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[dxh3434's solution](#)

181.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[dxh3434's solution](#)

182.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[dxh3434's solution](#)

183.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings, math, trees

[dxh3434's solution](#)

184.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[dxh3434's solution](#)

185.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[dxh3434's solution](#)

186.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[dxh3434's solution](#)

187.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[dxh3434's solution](#)

188.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[dxh3434's solution](#)

189.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[dxh3434's solution](#)

190.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[dxh3434's solution](#)

191.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[dxh3434's solution](#)

192.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[dxh3434's solution](#)

193.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[dxh3434's solution](#)

194.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dxh3434's solution](#)

195.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[dxh3434's solution](#)

196.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[dxh3434's solution](#)

197.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[dxh3434's solution](#)

198.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory, probabilities

[dxh3434's solution](#)

199.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, flows, graphs

[dxh3434's solution](#)

200.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[dxh3434's solution](#)

201.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[dxh3434's solution](#)

202.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[dxh3434's solution](#)

203.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[dxh3434's solution](#)

204.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[dxh3434's solution](#)

205.

2092F

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

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings
[dxh3434's solution](#)

206.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[dxh3434's solution](#)

207.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, matrices
[dxh3434's solution](#)

208.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, matrices
[dxh3434's solution](#)

209.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[dxh3434's solution](#)

210.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[dxh3434's solution](#)

211.

932G

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

Quality: 1,181 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings
[dxh3434's solution](#)

212.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices
[dxh3434's solution](#)

213.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[dxh3434's solution](#)

214.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[dxh3434's solution](#)

215.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[dxh3434's solution](#)

216.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dxh3434's solution](#)

217.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[dxh3434's solution](#)

218.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[dxh3434's solution](#)

219.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[dxh3434's solution](#)

220.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[dxh3434's solution](#)

221.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dxh3434's solution](#)

222.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[dxh3434's solution](#)

223.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[dxh3434's solution](#)

224.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees

[dxh3434's solution](#)

225.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[dxh3434's solution](#)

226.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math

[dxh3434's solution](#)

227.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[dxh3434's solution](#)

228.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[dxh3434's solution](#)

229.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory

[dxh3434's solution](#)

230.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings

[dxh3434's solution](#)

231.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation

[dxh3434's solution](#)

232.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[dxh3434's solution](#)

233.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[dxh3434's solution](#)

234.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[dxh3434's solution](#)

235.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[dxh3434's solution](#)

236.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[dxh3434's solution](#)

237.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, expression parsing

[dxh3434's solution](#)

238.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[dxh3434's solution](#)

239.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[dxh3434's solution](#)

240.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[dxh3434's solution](#)

241.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[dxh3434's solution](#)

242.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[dxh3434's solution](#)

243.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[dxh3434's solution](#)

244.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, two pointers
[dxh3434's solution](#)

245.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[dxh3434's solution](#)

246.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[dxh3434's solution](#)

247.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[dxh3434's solution](#)

248.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math
[dxh3434's solution](#)

249.

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[dxh3434's solution](#)

250.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings
[dxh3434's solution](#)

251.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[dxh3434's solution](#)

252.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[dxh3434's solution](#)

253.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy
[dxh3434's solution](#)

254.

2096F

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

Quality: 459 global accepts · Rating: 3100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[dxh3434's solution](#)

255.

2097E

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

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[dxh3434's solution](#)

256.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[dxh3434's solution](#)

257.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, trees

[dxh3434's solution](#)

258.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-04-14 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[dxh3434's solution](#)

259.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[dxh3434's solution](#)

260.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices, probabilities

[dxh3434's solution](#)

261.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[dxh3434's solution](#)

262.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[dxh3434's solution](#)

263.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[dxh3434's solution](#)

264.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[dxh3434's solution](#)

265.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, games

[dxh3434's solution](#)

266.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[dxh3434's solution](#)

267.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[dxh3434's solution](#)

268.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dxh3434's solution](#)

269.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[dxh3434's solution](#)

270.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[dxh3434's solution](#)

271.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[dxh3434's solution](#)

272.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[dxh3434's solution](#)

273.

2096G

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

Quality: 422 global accepts · Rating: 3200 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[dxh3434's solution](#)

274.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, math

[dxh3434's solution](#)

275.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[dxh3434's solution](#)

276.

1584G

[Eligible Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3200 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[dxh3434's solution](#)

277.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[dxh3434's solution](#)

278.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dxh3434's solution](#)

279.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, two pointers

[dxh3434's solution](#)

280.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[dxh3434's solution](#)

281.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[dxh3434's solution](#)

282.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[dxh3434's solution](#)

283.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[dxh3434's solution](#)

284.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: trees

[dxh3434's solution](#)

285.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[dxh3434's solution](#)

286.

800E

[Verifying Kingdom](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-09-04 · last AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive
[dxh3434's solution](#)

287.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[dxh3434's solution](#)

288.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[dxh3434's solution](#)

289.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[dxh3434's solution](#)

290.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, interactive
[dxh3434's solution](#)

291.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, trees
[dxh3434's solution](#)

292.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings
[dxh3434's solution](#)

293.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[dxh3434's solution](#)

294.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-01-06 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[dxh3434's solution](#)

295.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing
[dxh3434's solution](#)

296.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[dxh3434's solution](#)

297.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[dxh3434's solution](#)

298.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[dxh3434's solution](#)

299.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[dxh3434's solution](#)

300.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[dxh3434's solution](#)

301.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[dxh3434's solution](#)

302.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math, probabilities

[dxh3434's solution](#)

303.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[dxh3434's solution](#)

304.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[dxh3434's solution](#)

305.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[dxh3434's solution](#)

306.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[dxh3434's solution](#)

307.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[dxh3434's solution](#)

308.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[dxh3434's solution](#)

309.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[dxh3434's solution](#)

310.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[dxh3434's solution](#)

311.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[dxh3434's solution](#)

312.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees
[dxh3434's solution](#)

313.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings
[dxh3434's solution](#)

314.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[dxh3434's solution](#)

315.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures
[dxh3434's solution](#)

316.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings
[dxh3434's solution](#)

317.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[dxh3434's solution](#)

318.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[dxh3434's solution](#)

319.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory
[dxh3434's solution](#)

320.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[dxh3434's solution](#)

321.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[dxh3434's solution](#)

322.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[dxh3434's solution](#)

323.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[dxh3434's solution](#)

324.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
[dxh3434's solution](#)

325.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees
[dxh3434's solution](#)

326.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math
[dxh3434's solution](#)

327.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[dxh3434's solution](#)

328.

853E

[Lada Malina](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[dxh3434's solution](#)

329.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[dxh3434's solution](#)

330.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[dxh3434's solution](#)

331.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[dxh3434's solution](#)

332.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[dxh3434's solution](#)

333.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[dxh3434's solution](#)

334.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[dxh3434's solution](#)

335.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[dxh3434's solution](#)

336.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[dxh3434's solution](#)

337.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices
[dxh3434's solution](#)

338.

2045D

[Aquatic Dragon](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dxh3434's solution](#)

339.

1229F

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

Rating: 3500 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[dxh3434's solution](#)

340.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[dxh3434's solution](#)

341.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[dxh3434's solution](#)

342.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-04-01 · last AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[dxh3434's solution](#)

343.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory
[dxh3434's solution](#)

344.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees
[dxh3434's solution](#)

345.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows
[dxh3434's solution](#)

346.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp
[dxh3434's solution](#)

347.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[dxh3434's solution](#)

348.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[dxh3434's solution](#)

349.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, implementation

[dxh3434's solution](#)

350.

1781H2

[Window Signals \(hard version\)](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3500 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dxh3434's solution](#)

351.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[dxh3434's solution](#)

352.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dxh3434's solution](#)

353.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[dxh3434's solution](#)

354.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[dxh3434's solution](#)

355.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[dxh3434's solution](#)

356.

104925F

[When Anton Saw This Task He Reacted With 😩](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dxh3434's solution](#)

357.

undefined216

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[dxh3434's solution](#)

358.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: *special

[dxh3434's solution](#)

359.

undefined213

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: *special

[dxh3434's solution](#)

360.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[dxh3434's solution](#)

361.

undefined171

[Sarov zones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[dxh3434's solution](#)