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# Unique solved — dyzets

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

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- 1.**  
2193A  
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- 2.**  
2195A  
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Quality: 35,449 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
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- 3.**  
2178A  
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Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
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- 4.**  
2158A  
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2167A  
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- 6.**  
2148A  
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2146A  
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2133B  
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- 9.**  
2133A  
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2131B

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**11.**

2131A

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Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**12.**

2127A

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Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**13.**

2130A

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2128A

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2125A

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2122A

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**17.**

2126B

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**18.**

2126A

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**19.**

2124A

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**20.**

2112A

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**21.**

2120A

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**22.**

1013A

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Quality: 11,708 global accepts · Rating: 800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**23.**

2109A

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**24.**

2107A

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**25.**

2108A

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2104A

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2103A

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**28.**

2096A

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**29.**

2094B

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2084A

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**32.**

2086A

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2091A

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**34.**

2065B

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**37.**

1676B

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**38.**

1676A

[Lucky?](#) · [Tutorial](#)

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158A

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**40.**

282A

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**41.**

231A

[Team](#) · [Tutorial](#)

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71A

[Way Too Long Words](#) · [Tutorial](#)

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**43.**

1631A

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**44.**

2038N

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**45.**

2038J

[Waiting for...](#) · [Tutorial](#)

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**46.**

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**47.**

2036A

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952A

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**50.**

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**51.**

2010A

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**52.**

2003B

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**53.**

2003A

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2001B

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**55.**

2001A

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2004A

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2000B

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**58.**

2000A

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1999C

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1999A

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4A

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1997A

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**63.**

1996B

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1996A

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**66.**

1985A

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**67.**

1992B

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1992A

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1983A

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**70.**

1987A

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**71.**

1974B

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Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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**72.**

1974A

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1989A

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Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

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1944A  
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- 77.**  
1703A  
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1858A  
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1971A  
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460A  
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2178B  
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980A  
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2125B  
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2007B  
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820A  
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- 87.**  
2094C  
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2035B  
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- 89.**  
1505A  
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1990A  
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- 91.**  
1985D  
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- 92.**  
2124B  
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- 93.**  
2123C  
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- 94.**  
2120B  
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2104B  
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- 96.**  
1676D  
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**97.**

110C

[Lucky Sum of Digits](#) · [Tutorial](#)

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**98.**

2004B

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**99.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[dyzets's solution](#)

**100.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[dyzets's solution](#)

**101.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · last AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[dyzets's solution](#)

**102.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[dyzets's solution](#)

**103.**

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[dyzets's solution](#)

**104.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[dyzets's solution](#)

**105.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[dyzets's solution](#)

**106.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[dyzets's solution](#)

**107.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[dyzets's solution](#)

**108.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[dyzets's solution](#)

**109.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[dyzets's solution](#)

**110.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[dyzets's solution](#)

**111.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[dyzets's solution](#)

**112.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[dyzets's solution](#)

**113.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers  
[dyzets's solution](#)

**114.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[dyzets's solution](#)

**115.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[dyzets's solution](#)

**116.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,071 global accepts · Rating: 1100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[dyzets's solution](#)

**117.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[dyzets's solution](#)

**118.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dyzets's solution](#)

**119.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[dyzets's solution](#)

**120.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[dyzets's solution](#)

**121.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[dyzets's solution](#)

**122.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[dyzets's solution](#)

**123.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[dyzets's solution](#)

**124.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[dyzets's solution](#)

**125.**

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[dyzets's solution](#)

**126.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · last AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dyzets's solution](#)

**127.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dyzets's solution](#)

**128.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[dyzets's solution](#)

**129.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[dyzets's solution](#)

**130.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[dyzets's solution](#)

**131.**

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[dyzets's solution](#)

**132.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[dyzets's solution](#)

**133.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · last AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[dyzets's solution](#)

**134.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dyzets's solution](#)

**135.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[dyzets's solution](#)

**136.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[dyzets's solution](#)

**137.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[dyzets's solution](#)

**138.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dyzets's solution](#)

**139.**

1983B

[Corner Twist](#) · [Tutorial](#)

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

[dyzets's solution](#)

**140.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[dyzets's solution](#)

**141.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[dyzets's solution](#)

**142.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[dyzets's solution](#)

**143.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[dyzets's solution](#)

**144.**

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dyzets's solution](#)

**145.**

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[dyzets's solution](#)

**146.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, two pointers

[dyzets's solution](#)

**147.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[dyzets's solution](#)

**148.**

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[dyzets's solution](#)

**149.**

1381A1

[Prefix Flip \(Easy Version\) · Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[dyzets's solution](#)

**150.**

2108B

[SUMdamental Decomposition · Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[dyzets's solution](#)

**151.**

2086C

[Disappearing Permutation · Tutorial](#)

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[dyzets's solution](#)

**152.**

2041A

[The Bento Box Adventure · Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[dyzets's solution](#)

**153.**

2036D

[I Love 1543 · Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[dyzets's solution](#)

**154.**

755C

[PolandBall and Forest · Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[dyzets's solution](#)

**155.**

1807E

[Interview · Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[dyzets's solution](#)

**156.**

2181B

[Battle of Arrays · Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[dyzets's solution](#)

**157.**

2158C

[Annoying Game · Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[dyzets's solution](#)

**158.**

2133C

[The Nether · Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[dyzets's solution](#)

**159.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[dyzets's solution](#)

**160.**

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees  
[dyzets's solution](#)

**161.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[dyzets's solution](#)

**162.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[dyzets's solution](#)

**163.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[dyzets's solution](#)

**164.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers  
[dyzets's solution](#)

**165.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[dyzets's solution](#)

**166.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[dyzets's solution](#)

**167.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[dyzets's solution](#)

**168.**

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[dyzets's solution](#)

**169.**

2084C

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

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

[dyzets's solution](#)

**170.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[dyzets's solution](#)

**171.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[dyzets's solution](#)

**172.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[dyzets's solution](#)

**173.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[dyzets's solution](#)

**174.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[dyzets's solution](#)

**175.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[dyzets's solution](#)

**176.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[dyzets's solution](#)

**177.**

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dyzets's solution](#)

**178.**

1983C

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

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

[dyzets's solution](#)

**179.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[dyzets's solution](#)

**180.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[dyzets's solution](#)

**181.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[dyzets's solution](#)

**182.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[dyzets's solution](#)

**183.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**184.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[dyzets's solution](#)

**185.**

2146D1

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

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[dyzets's solution](#)

**186.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[dyzets's solution](#)

**187.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[dyzets's solution](#)

**188.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[dyzets's solution](#)

**189.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[dyzets's solution](#)

**190.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[dyzets's solution](#)

**191.**

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[dyzets's solution](#)

**192.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[dyzets's solution](#)

**193.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[dyzets's solution](#)

**194.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[dyzets's solution](#)

**195.**

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[dyzets's solution](#)

**196.**

2008E

[Alternating String](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[dyzets's solution](#)

**197.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dyzets's solution](#)

**198.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[dyzets's solution](#)

**199.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[dyzets's solution](#)

## 200.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[dyzets's solution](#)

## 201.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[dyzets's solution](#)

## 202.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dyzets's solution](#)

## 203.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[dyzets's solution](#)

## 204.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[dyzets's solution](#)

## 205.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dyzets's solution](#)

## 206.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[dyzets's solution](#)

## 207.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dyzets's solution](#)

## 208.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[dyzets's solution](#)

## 209.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[dyzets's solution](#)

## 210.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games  
[dyzets's solution](#)

## 211.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[dyzets's solution](#)

## 212.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[dyzets's solution](#)

## 213.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[dyzets's solution](#)

## 214.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[dyzets's solution](#)

## 215.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[dyzets's solution](#)

## 216.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[dyzets's solution](#)

## 217.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers  
[dyzets's solution](#)

## 218.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[dyzets's solution](#)

## 219.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy  
[dyzets's solution](#)

**220.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[dyzets's solution](#)

**221.**

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[dyzets's solution](#)

**222.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
[dyzets's solution](#)

**223.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[dyzets's solution](#)

**224.**

2084D

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

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

**225.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[dyzets's solution](#)

**226.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings  
[dyzets's solution](#)

**227.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[dyzets's solution](#)

**228.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[dyzets's solution](#)

**229.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[dyzets's solution](#)

**230.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dyzets's solution](#)

**231.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[dyzets's solution](#)

**232.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[dyzets's solution](#)

**233.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[dyzets's solution](#)

**234.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[dyzets's solution](#)

**235.**

2041D

[Drunk Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[dyzets's solution](#)

**236.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**237.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[dyzets's solution](#)

**238.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[dyzets's solution](#)

**239.**

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[dyzets's solution](#)

**240.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[dyzets's solution](#)

**241.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory  
[dyzets's solution](#)

**242.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[dyzets's solution](#)

**243.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2025-07-11 · last AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math  
[dyzets's solution](#)

**244.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[dyzets's solution](#)

**245.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[dyzets's solution](#)

**246.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers  
[dyzets's solution](#)

**247.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[dyzets's solution](#)

**248.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[dyzets's solution](#)

**249.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dyzets's solution](#)

**250.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[dyzets's solution](#)

**251.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[dyzets's solution](#)

**252.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[dyzets's solution](#)

**253.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[dyzets's solution](#)

**254.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[dyzets's solution](#)

**255.**

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings

[dyzets's solution](#)

**256.**

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[dyzets's solution](#)

**257.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[dyzets's solution](#)

**258.**

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[dyzets's solution](#)

**259.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dyzets's solution](#)

**260.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[dyzets's solution](#)

**261.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[dyzets's solution](#)

**262.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[dyzets's solution](#)

**263.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[dyzets's solution](#)

**264.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dyzets's solution](#)

**265.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[dyzets's solution](#)

**266.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[dyzets's solution](#)

**267.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[dyzets's solution](#)

**268.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

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

[dyzets's solution](#)

**269.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[dyzets's solution](#)

**270.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[dyzets's solution](#)

**271.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[dyzets's solution](#)

**272.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[dyzets's solution](#)

**273.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[dyzets's solution](#)

**274.**

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[dyzets's solution](#)

**275.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**276.**

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**277.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2025-07-24 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[dyzets's solution](#)

**278.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dyzets's solution](#)

**279.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[dyzets's solution](#)

**280.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[dyzets's solution](#)

**281.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[dyzets's solution](#)

**282.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[dyzets's solution](#)

**283.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[dyzets's solution](#)

**284.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[dyzets's solution](#)

**285.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[dyzets's solution](#)

**286.**

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special, probabilities

[dyzets's solution](#)

**287.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[dyzets's solution](#)

**288.**

221D

[Little Elephant and Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dyzets's solution](#)

**289.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[dyzets's solution](#)

**290.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1800 · first AC: 2024-07-15 · last AC: 2024-07-15 · Python 3 (first AC) · Tags: greedy  
[dyzets's solution](#)

**291.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[dyzets's solution](#)

**292.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[dyzets's solution](#)

**293.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[dyzets's solution](#)

**294.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[dyzets's solution](#)

**295.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry  
[dyzets's solution](#)

**296.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math  
[dyzets's solution](#)

**297.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search  
[dyzets's solution](#)

**298.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[dyzets's solution](#)

**299.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[dyzets's solution](#)

**300.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[dyzets's solution](#)

**301.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[dyzets's solution](#)

**302.**

2131F

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[dyzets's solution](#)

**303.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**304.**

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**305.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[dyzets's solution](#)

**306.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, matrices

[dyzets's solution](#)

**307.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**308.**

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**309.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[dyzets's solution](#)

**310.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[dyzets's solution](#)

**311.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[dyzets's solution](#)

**312.**

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, interactive

[dyzets's solution](#)

**313.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[dyzets's solution](#)

**314.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[dyzets's solution](#)

**315.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[dyzets's solution](#)

**316.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[dyzets's solution](#)

**317.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[dyzets's solution](#)

**318.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dyzets's solution](#)

**319.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dyzets's solution](#)

**320.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[dyzets's solution](#)

**321.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation  
[dyzets's solution](#)

**322.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[dyzets's solution](#)

**323.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu  
[dyzets's solution](#)

**324.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees  
[dyzets's solution](#)

**325.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[dyzets's solution](#)

**326.**

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[dyzets's solution](#)

**327.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math  
[dyzets's solution](#)

**328.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers  
[dyzets's solution](#)

**329.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[dyzets's solution](#)

**330.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees  
[dyzets's solution](#)

**331.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation  
[dyzets's solution](#)

**332.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[dyzets's solution](#)

**333.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees  
[dyzets's solution](#)

**334.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation  
[dyzets's solution](#)

**335.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees  
[dyzets's solution](#)

**336.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp  
[dyzets's solution](#)

**337.**

2178E

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

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

**338.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[dyzets's solution](#)

**339.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees  
[dyzets's solution](#)

**340.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[dyzets's solution](#)

**341.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[dyzets's solution](#)

**342.**

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[dyzets's solution](#)

**343.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[dyzets's solution](#)

**344.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

**345.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[dyzets's solution](#)

**346.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[dyzets's solution](#)

**347.**

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[dyzets's solution](#)

**348.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[dyzets's solution](#)

**349.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[dyzets's solution](#)

**350.**

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[dyzets's solution](#)

**351.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[dyzets's solution](#)

**352.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[dyzets's solution](#)

**353.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[dyzets's solution](#)

**354.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures

[dyzets's solution](#)

**355.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[dyzets's solution](#)

**356.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[dyzets's solution](#)

**357.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[dyzets's solution](#)

**358.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dyzets's solution](#)

**359.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dyzets's solution](#)

**360.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, trees  
[dyzets's solution](#)

**361.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[dyzets's solution](#)

**362.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings  
[dyzets's solution](#)

**363.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[dyzets's solution](#)

**364.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers  
[dyzets's solution](#)

**365.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[dyzets's solution](#)

**366.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[dyzets's solution](#)

**367.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees  
[dyzets's solution](#)

**368.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[dyzets's solution](#)

**369.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar  
[dyzets's solution](#)

**370.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[dyzets's solution](#)

**371.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[dyzets's solution](#)

**372.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[dyzets's solution](#)

**373.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[dyzets's solution](#)

**374.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[dyzets's solution](#)

**375.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[dyzets's solution](#)

**376.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[dyzets's solution](#)

**377.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[dyzets's solution](#)

**378.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-08-16 · last AC: 2024-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[dyzets's solution](#)

**379.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[dyzets's solution](#)

**380.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dyzets's solution](#)

**381.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers  
[dyzets's solution](#)

**382.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[dyzets's solution](#)

**383.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dyzets's solution](#)

**384.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dyzets's solution](#)

**385.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[dyzets's solution](#)

**386.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[dyzets's solution](#)

**387.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2024-08-12 · last AC: 2024-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[dyzets's solution](#)

**388.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[dyzets's solution](#)

**389.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[dyzets's solution](#)

**390.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[dyzets's solution](#)

**391.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, graphs

[dyzets's solution](#)

**392.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[dyzets's solution](#)

**393.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dyzets's solution](#)

**394.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[dyzets's solution](#)

**395.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[dyzets's solution](#)

**396.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[dyzets's solution](#)

**397.**

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[dyzets's solution](#)

**398.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[dyzets's solution](#)

**399.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[dyzets's solution](#)

**400.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[dyzets's solution](#)

**401.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, divide and conquer, greedy, trees

[dyzets's solution](#)

**402.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[dyzets's solution](#)

**403.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[dyzets's solution](#)

**404.**

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[dyzets's solution](#)

**405.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dyzets's solution](#)

**406.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[dyzets's solution](#)

**407.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[dyzets's solution](#)

**408.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[dyzets's solution](#)

**409.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[dyzets's solution](#)

**410.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[dyzets's solution](#)

**411.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[dyzets's solution](#)

**412.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dyzets's solution](#)

**413.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[dyzets's solution](#)

**414.**

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths

[dyzets's solution](#)

**415.**

2107D

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

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[dyzets's solution](#)

**416.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[dyzets's solution](#)

**417.**

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[dyzets's solution](#)

**418.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[dyzets's solution](#)

**419.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[dyzets's solution](#)

**420.**

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[dyzets's solution](#)

**421.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[dyzets's solution](#)

**422.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[dyzets's solution](#)

**423.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[dyzets's solution](#)

**424.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, greedy, trees  
[dyzets's solution](#)

**425.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[dyzets's solution](#)

**426.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[dyzets's solution](#)

**427.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math  
[dyzets's solution](#)

**428.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory  
[dyzets's solution](#)

**429.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings  
[dyzets's solution](#)

**430.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees  
[dyzets's solution](#)

**431.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[dyzets's solution](#)

**432.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

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

[dyzets's solution](#)

**433.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[dyzets's solution](#)

**434.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[dyzets's solution](#)

**435.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[dyzets's solution](#)

**436.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dyzets's solution](#)

**437.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[dyzets's solution](#)

**438.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[dyzets's solution](#)

**439.**

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[dyzets's solution](#)

**440.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[dyzets's solution](#)

**441.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[dyzets's solution](#)

**442.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[dyzets's solution](#)

**443.**

635E

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[dyzets's solution](#)

**444.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[dyzets's solution](#)

**445.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[dyzets's solution](#)

**446.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[dyzets's solution](#)

**447.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[dyzets's solution](#)

**448.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[dyzets's solution](#)

**449.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[dyzets's solution](#)

**450.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dyzets's solution](#)

**451.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[dyzets's solution](#)

**452.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees  
[dyzets's solution](#)

**453.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2025-02-22 · last AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[dyzets's solution](#)

**454.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math  
[dyzets's solution](#)

**455.**

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees  
[dyzets's solution](#)

**456.**

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees  
[dyzets's solution](#)

**457.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers  
[dyzets's solution](#)

**458.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[dyzets's solution](#)

**459.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[dyzets's solution](#)

**460.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-08-19 · last AC: 2024-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[dyzets's solution](#)

**461.**

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[dyzets's solution](#)

**462.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[dyzets's solution](#)

**463.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[dyzets's solution](#)

**464.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math  
[dyzets's solution](#)

**465.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[dyzets's solution](#)

**466.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math  
[dyzets's solution](#)

**467.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers  
[dyzets's solution](#)

**468.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities  
[dyzets's solution](#)

**469.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees  
[dyzets's solution](#)

**470.**

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees  
[dyzets's solution](#)

**471.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[dyzets's solution](#)

**472.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[dyzets's solution](#)

**473.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[dyzets's solution](#)

**474.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[dyzets's solution](#)

**475.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[dyzets's solution](#)

**476.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[dyzets's solution](#)

**477.**

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[dyzets's solution](#)

**478.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search

[dyzets's solution](#)

**479.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dyzets's solution](#)

**480.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[dyzets's solution](#)

**481.**

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[dyzets's solution](#)

**482.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees  
[dyzets's solution](#)

**483.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[dyzets's solution](#)

**484.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-08-02 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[dyzets's solution](#)

**485.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[dyzets's solution](#)

**486.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-08-12 · last AC: 2025-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[dyzets's solution](#)

**487.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2024-07-31 · last AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings  
[dyzets's solution](#)

**488.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math  
[dyzets's solution](#)

**489.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities  
[dyzets's solution](#)

**490.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[dyzets's solution](#)

**491.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing  
[dyzets's solution](#)

**492.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[dyzets's solution](#)

**493.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[dyzets's solution](#)

**494.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-08-19 · last AC: 2024-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[dyzets's solution](#)

**495.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[dyzets's solution](#)

**496.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[dyzets's solution](#)

**497.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[dyzets's solution](#)

**498.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[dyzets's solution](#)

**499.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[dyzets's solution](#)

**500.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[dyzets's solution](#)

**501.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[dyzets's solution](#)

## 502.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[dyzets's solution](#)

## 503.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

[dyzets's solution](#)

## 504.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[dyzets's solution](#)

## 505.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[dyzets's solution](#)

## 506.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[dyzets's solution](#)

## 507.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[dyzets's solution](#)

## 508.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[dyzets's solution](#)

## 509.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[dyzets's solution](#)

## 510.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[dyzets's solution](#)

## 511.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[dyzets's solution](#)

## 512.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[dyzets's solution](#)

## 513.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[dyzets's solution](#)

## 514.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[dyzets's solution](#)

## 515.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[dyzets's solution](#)

## 516.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dyzets's solution](#)

## 517.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[dyzets's solution](#)

## 518.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[dyzets's solution](#)

## 519.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[dyzets's solution](#)

## 520.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[dyzets's solution](#)

**521.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[dyzets's solution](#)

**522.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer  
[dyzets's solution](#)

**523.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory  
[dyzets's solution](#)

**524.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities  
[dyzets's solution](#)

**525.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[dyzets's solution](#)

**526.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers  
[dyzets's solution](#)

**527.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[dyzets's solution](#)

**528.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings  
[dyzets's solution](#)

**529.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers  
[dyzets's solution](#)

**530.**

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[dyzets's solution](#)

**531.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing  
[dyzets's solution](#)

**532.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory  
[dyzets's solution](#)

**533.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs  
[dyzets's solution](#)

**534.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings  
[dyzets's solution](#)

**535.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[dyzets's solution](#)

**536.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation  
[dyzets's solution](#)

**537.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-10-12 · last AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[dyzets's solution](#)

**538.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[dyzets's solution](#)

**539.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees  
[dyzets's solution](#)

**540.**

1436E

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

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[dyzets's solution](#)

**541.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees  
[dyzets's solution](#)

**542.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[dyzets's solution](#)

**543.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory  
[dyzets's solution](#)

**544.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[dyzets's solution](#)

**545.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation  
[dyzets's solution](#)

**546.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[dyzets's solution](#)

**547.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[dyzets's solution](#)

**548.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings  
[dyzets's solution](#)

**549.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[dyzets's solution](#)

**550.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry  
[dyzets's solution](#)

**551.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[dyzets's solution](#)

**552.**

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[dyzets's solution](#)

**553.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dyzets's solution](#)

**554.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[dyzets's solution](#)

**555.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[dyzets's solution](#)

**556.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,171 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[dyzets's solution](#)

**557.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-04-18 · last AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[dyzets's solution](#)

**558.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[dyzets's solution](#)

**559.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[dyzets's solution](#)

**560.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[dyzets's solution](#)

**561.**

1362F

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dyzets's solution](#)

**562.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[dyzets's solution](#)

**563.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[dyzets's solution](#)

**564.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[dyzets's solution](#)

**565.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[dyzets's solution](#)

**566.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[dyzets's solution](#)

**567.**

1509F

[Complete the MST](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, trees

[dyzets's solution](#)

**568.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[dyzets's solution](#)

**569.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dyzets's solution](#)

**570.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[dyzets's solution](#)

**571.**

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[dyzets's solution](#)

**572.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[dyzets's solution](#)

**573.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[dyzets's solution](#)

**574.**

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[dyzets's solution](#)

**575.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[dyzets's solution](#)

**576.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[dyzets's solution](#)

**577.**

805F

[Expected diameter of a tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, probabilities, trees

[dyzets's solution](#)

**578.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[dyzets's solution](#)

**579.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[dyzets's solution](#)

**580.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dyzets's solution](#)

**581.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[dyzets's solution](#)

**582.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry  
[dyzets's solution](#)

**583.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · last AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation  
[dyzets's solution](#)

**584.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[dyzets's solution](#)

**585.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[dyzets's solution](#)

**586.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[dyzets's solution](#)

**587.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs  
[dyzets's solution](#)

**588.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[dyzets's solution](#)

**589.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures  
[dyzets's solution](#)

**590.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings  
[dyzets's solution](#)

**591.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings  
[dyzets's solution](#)

**592.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[dyzets's solution](#)

**593.**

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[dyzets's solution](#)

**594.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, graphs  
[dyzets's solution](#)

**595.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[dyzets's solution](#)

**596.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[dyzets's solution](#)

**597.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths  
[dyzets's solution](#)

**598.**

2107E

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

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees  
[dyzets's solution](#)

**599.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings  
[dyzets's solution](#)

**600.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry  
[dyzets's solution](#)

**601.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[dyzets's solution](#)

**602.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[dyzets's solution](#)

**603.**

376E

[Circling Round Treasures](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, shortest paths

[dyzets's solution](#)

**604.**

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, shortest paths

[dyzets's solution](#)

**605.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[dyzets's solution](#)

**606.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[dyzets's solution](#)

**607.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[dyzets's solution](#)

**608.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[dyzets's solution](#)

**609.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[dyzets's solution](#)

**610.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[dyzets's solution](#)

**611.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[dyzets's solution](#)

**612.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[dyzets's solution](#)

**613.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[dyzets's solution](#)

## 614.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[dyzets's solution](#)

## 615.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[dyzets's solution](#)

## 616.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2024-07-17 · last AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[dyzets's solution](#)

## 617.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[dyzets's solution](#)

## 618.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[dyzets's solution](#)

## 619.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[dyzets's solution](#)

## 620.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[dyzets's solution](#)

## 621.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[dyzets's solution](#)

## 622.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[dyzets's solution](#)

## 623.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[dyzets's solution](#)

**624.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[dyzets's solution](#)

**625.**

2098F

[Homework](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[dyzets's solution](#)

**626.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[dyzets's solution](#)

**627.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices

[dyzets's solution](#)

**628.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2025-04-16 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[dyzets's solution](#)

**629.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[dyzets's solution](#)

**630.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[dyzets's solution](#)

**631.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[dyzets's solution](#)

**632.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[dyzets's solution](#)

**633.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-07-08 · last AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

graphs, shortest paths

[dyzets's solution](#)

**634.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-07-15 · last AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dyzets's solution](#)

**635.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[dyzets's solution](#)

**636.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[dyzets's solution](#)

**637.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[dyzets's solution](#)

**638.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[dyzets's solution](#)

**639.**

1020E

[Sergey's problem](#) · [Tutorial](#)

Rating: 3000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[dyzets's solution](#)

**640.**

1424H

[Lookup Tables](#) · [Tutorial](#)

Rating: 3000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[dyzets's solution](#)

**641.**

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[dyzets's solution](#)

**642.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[dyzets's solution](#)

**643.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[dyzets's solution](#)

**644.**

843D

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

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[dyzets's solution](#)

**645.**

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**646.**

100168P

[A6@OjaC 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**647.**

105674C

[A8D:0äBCÔKCR 4Cä6CD8](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**648.**

103439C

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

Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**649.**

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**650.**

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2025-07-28 · Kotlin 1.7 (first AC) · Tags: \*special, data structures, implementation  
[dyzets's solution](#)

**651.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · last AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**652.**

105884B

[The Last Bit of Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**653.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**654.**

100551C

[Bridges in a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dyzets's solution](#)

**655.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, brute force  
[dyzets's solution](#)

**656.**

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, fft, math  
[dyzets's solution](#)

**657.**

2095G

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

Quality: 960 global accepts · Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, geometry  
[dyzets's solution](#)

**658.**

2095F

[IS Cæb-0B\\$abICVĐ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math  
[dyzets's solution](#)

**659.**

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dyzets's solution](#)

**660.**

103729J

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

Rating: — · first AC: 2025-05-31 · last AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dyzets's solution](#)

**661.**

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dyzets's solution](#)

**662.**

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**663.**

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[dyzets's solution](#)

**664.**

105833K

[Kanto To Johto](#) · [Tutorial](#)

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

**665.**

105833G

[Game of Two Choices](#) · [Tutorial](#)

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

**666.**

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[dyzets's solution](#)

**667.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[dyzets's solution](#)

**668.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, number theory

[dyzets's solution](#)

**669.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[dyzets's solution](#)

**670.**

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures

[dyzets's solution](#)

**671.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[dyzets's solution](#)

**672.**

391E1

[Three Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[dyzets's solution](#)

**673.**

391E2

[Three Trees](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[dyzets's solution](#)

**674.**

103886L

[Fossil Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dyzets's solution](#)

**675.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[dyzets's solution](#)

**676.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[dyzets's solution](#)

**677.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees  
[dyzets's solution](#)

**678.**

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dyzets's solution](#)

**679.**

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dyzets's solution](#)

**680.**

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dyzets's solution](#)

**681.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dyzets's solution](#)

**682.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · last AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dyzets's solution](#)

**683.**

101439F

[Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dyzets's solution](#)

**684.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dyzets's solution](#)

**685.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[dyzets's solution](#)