

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — eggegg185

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

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

Filters: none

Count: 404

- 1.**
2061A
[Kevin and Arithmetic](#) · [Tutorial](#)
Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[eggegg185's solution](#)
- 2.**
2057A
[MEX Table](#) · [Tutorial](#)
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[eggegg185's solution](#)
- 3.**
2053A
[Tender Carpenter](#) · [Tutorial](#)
Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[eggegg185's solution](#)
- 4.**
2039A
[Shohag Loves Mod](#) · [Tutorial](#)
Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[eggegg185's solution](#)
- 5.**
1983A
[Array Divisibility](#) · [Tutorial](#)
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[eggegg185's solution](#)
- 6.**
1987A
[Upload More RAM](#) · [Tutorial](#)
Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[eggegg185's solution](#)
- 7.**
1989A
[Catch the Coin](#) · [Tutorial](#)
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[eggegg185's solution](#)
- 8.**
1978B
[New Bakery](#) · [Tutorial](#)
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search
[eggegg185's solution](#)
- 9.**
1978A
[Alice and Books](#) · [Tutorial](#)
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[eggegg185's solution](#)

10.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[eggegg185's solution](#)

11.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[eggegg185's solution](#)

12.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[eggegg185's solution](#)

13.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[eggegg185's solution](#)

14.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[eggegg185's solution](#)

15.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[eggegg185's solution](#)

16.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[eggegg185's solution](#)

17.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy
[eggegg185's solution](#)

18.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[eggegg185's solution](#)

19.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[eggegg185's solution](#)

20.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, games, greedy

[eggegg185's solution](#)

21.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[eggegg185's solution](#)

22.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[eggegg185's solution](#)

23.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[eggegg185's solution](#)

24.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[eggegg185's solution](#)

25.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[eggegg185's solution](#)

26.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[eggegg185's solution](#)

27.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[eggegg185's solution](#)

28.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[eggegg185's solution](#)

29.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[eggegg185's solution](#)

30.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[eggegg185's solution](#)

- 31.**
1740A
[Factorise N+M · Tutorial](#)
Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[eggegg185's solution](#)
- 32.**
1713A
[Traveling Salesman Problem · Tutorial](#)
Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[eggegg185's solution](#)
- 33.**
1973A
[Chess For Three · Tutorial](#)
Quality: 28,544 global accepts · Rating: 900 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math
[eggegg185's solution](#)
- 34.**
1954A
[Painting the Ribbon · Tutorial](#)
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[eggegg185's solution](#)
- 35.**
2057B
[Gorilla and the Exam · Tutorial](#)
Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[eggegg185's solution](#)
- 36.**
2039B
[Shohag Loves Strings · Tutorial](#)
Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[eggegg185's solution](#)
- 37.**
1987B
[K-Sort · Tutorial](#)
Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[eggegg185's solution](#)
- 38.**
1979B
[XOR Sequences · Tutorial](#)
Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[eggegg185's solution](#)
- 39.**
1975B
[378QAQ and Mocha's Array · Tutorial](#)
Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
[eggegg185's solution](#)
- 40.**
1969B
[Shifts and Sorting · Tutorial](#)
Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[eggegg185's solution](#)
- 41.**
1802B
[Settlement of Guinea Pigs · Tutorial](#)
Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[eggegg185's solution](#)

42.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[eggegg185's solution](#)

43.

2061B

[Kevin and Geometry · Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[eggegg185's solution](#)

44.

1864B

[Swap and Reverse · Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[eggegg185's solution](#)

45.

1984B

[Large Addition · Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[eggegg185's solution](#)

46.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[eggegg185's solution](#)

47.

1977B

[Binary Colouring · Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[eggegg185's solution](#)

48.

1966B

[Rectangle Filling · Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[eggegg185's solution](#)

49.

1957B

[A BIT of a Construction · Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[eggegg185's solution](#)

50.

1942B

[Bessie and MEX · Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[eggegg185's solution](#)

51.

1946B

[Maximum Sum · Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[eggegg185's solution](#)

52.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[eggegg185's solution](#)

53.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[eggegg185's solution](#)

54.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[eggegg185's solution](#)

55.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[eggegg185's solution](#)

56.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[eggegg185's solution](#)

57.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[eggegg185's solution](#)

58.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[eggegg185's solution](#)

59.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[eggegg185's solution](#)

60.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[eggegg185's solution](#)

61.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[eggegg185's solution](#)

62.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[eggegg185's solution](#)

63.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[eggegg185's solution](#)

64.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[eggegg185's solution](#)

65.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[eggegg185's solution](#)

66.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[eggegg185's solution](#)

67.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[eggegg185's solution](#)

68.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[eggegg185's solution](#)

69.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[eggegg185's solution](#)

70.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[eggegg185's solution](#)

71.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[eggegg185's solution](#)

72.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[eggegg185's solution](#)

73.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[eggegg185's solution](#)

74.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[eggegg185's solution](#)

75.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[eggegg185's solution](#)

76.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[eggegg185's solution](#)

77.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[eggegg185's solution](#)

78.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2023-05-18 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[eggegg185's solution](#)

79.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[eggegg185's solution](#)

80.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[eggegg185's solution](#)

81.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[eggegg185's solution](#)

82.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[eggegg185's solution](#)

83.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[eggegg185's solution](#)

84.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[eggegg185's solution](#)

85.

2018A

[Cards Partition](#) · [Tutorial](#)

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

[eggegg185's solution](#)

86.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[eggegg185's solution](#)

87.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[eggegg185's solution](#)

88.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[eggegg185's solution](#)

89.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[eggegg185's solution](#)

90.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[eggegg185's solution](#)

91.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[eggegg185's solution](#)

92.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[eggegg185's solution](#)

93.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[eggegg185's solution](#)

94.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[eggegg185's solution](#)

95.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[eggegg185's solution](#)

96.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[eggegg185's solution](#)

97.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[eggegg185's solution](#)

98.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[eggegg185's solution](#)

99.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[eggegg185's solution](#)

100.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[eggegg185's solution](#)

101.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[eggegg185's solution](#)

102.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[eggegg185's solution](#)

103.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[eggegg185's solution](#)

104.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[eggegg185's solution](#)

105.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[eggegg185's solution](#)

106.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[eggegg185's solution](#)

107.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[eggegg185's solution](#)

108.

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[eggegg185's solution](#)

109.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[eggegg185's solution](#)

110.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[eggegg185's solution](#)

111.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[eggegg185's solution](#)

112.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[eggegg185's solution](#)

113.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[eggegg185's solution](#)

114.

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[eggegg185's solution](#)

115.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[eggegg185's solution](#)

116.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[eggegg185's solution](#)

117.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[eggegg185's solution](#)

118.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[eggegg185's solution](#)

119.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[eggegg185's solution](#)

120.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[eggegg185's solution](#)

121.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[eggegg185's solution](#)

122.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[eggegg185's solution](#)

123.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[eggegg185's solution](#)

124.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[eggegg185's solution](#)

125.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[eggegg185's solution](#)

126.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[eggegg185's solution](#)

127.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[eggegg185's solution](#)

128.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[eggegg185's solution](#)

129.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[eggegg185's solution](#)

130.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[eggegg185's solution](#)

131.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[eggegg185's solution](#)

132.

1238E

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

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[eggegg185's solution](#)

133.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[eggegg185's solution](#)

134.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[eggegg185's solution](#)

135.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[eggegg185's solution](#)

136.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[eggegg185's solution](#)

137.

757D

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

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[eggegg185's solution](#)

138.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[eggegg185's solution](#)

139.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[eggegg185's solution](#)

140.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[eggegg185's solution](#)

141.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[eggegg185's solution](#)

142.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[eggegg185's solution](#)

143.

1540B

[Tree Array · Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[eggegg185's solution](#)

144.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[eggegg185's solution](#)

145.

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[eggegg185's solution](#)

146.

1675G

[Sorting Pancakes · Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[eggegg185's solution](#)

147.

1983E

[I Love Balls · Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[eggegg185's solution](#)

148.

1989E

[Distance to Different · Tutorial](#)

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

[eggegg185's solution](#)

149.

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[eggegg185's solution](#)

150.

1965C

[Folding Strip · Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[eggegg185's solution](#)

151.

803G

[Periodic RMQ Problem · Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[eggegg185's solution](#)

152.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[eggegg185's solution](#)

153.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[eggegg185's solution](#)

154.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[eggegg185's solution](#)

155.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[eggegg185's solution](#)

156.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[eggegg185's solution](#)

157.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[eggegg185's solution](#)

158.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[eggegg185's solution](#)

159.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[eggegg185's solution](#)

160.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2022-09-29 · last AC: 2025-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings
[eggegg185's solution](#)

161.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[eggegg185's solution](#)

162.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[eggegg185's solution](#)

163.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[eggegg185's solution](#)

164.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[eggegg185's solution](#)

165.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[eggegg185's solution](#)

166.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[eggegg185's solution](#)

167.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[eggegg185's solution](#)

168.

227E

[Anniversary](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: matrices, number theory

[eggegg185's solution](#)

169.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[eggegg185's solution](#)

170.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[eggegg185's solution](#)

171.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[eggegg185's solution](#)

172.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
[eggegg185's solution](#)

173.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[eggegg185's solution](#)

174.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[eggegg185's solution](#)

175.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[eggegg185's solution](#)

176.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs
[eggegg185's solution](#)

177.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[eggegg185's solution](#)

178.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[eggegg185's solution](#)

179.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[eggegg185's solution](#)

180.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2022-12-29 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees
[eggegg185's solution](#)

181.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[eggegg185's solution](#)

182.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[eggegg185's solution](#)

183.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[eggegg185's solution](#)

184.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[eggegg185's solution](#)

185.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[eggegg185's solution](#)

186.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[eggegg185's solution](#)

187.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: games, two pointers

[eggegg185's solution](#)

188.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: games

[eggegg185's solution](#)

189.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[eggegg185's solution](#)

190.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[eggegg185's solution](#)

191.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[eggegg185's solution](#)

192.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[eggegg185's solution](#)

193.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[eggegg185's solution](#)

194.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[eggegg185's solution](#)

195.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry
[eggegg185's solution](#)

196.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2024-11-29 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[eggegg185's solution](#)

197.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[eggegg185's solution](#)

198.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math
[eggegg185's solution](#)

199.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings
[eggegg185's solution](#)

200.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[eggegg185's solution](#)

201.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[eggegg185's solution](#)

202.

804D

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

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[eggegg185's solution](#)

203.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[eggegg185's solution](#)

204.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[eggegg185's solution](#)

205.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[eggegg185's solution](#)

206.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[eggegg185's solution](#)

207.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[eggegg185's solution](#)

208.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[eggegg185's solution](#)

209.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[eggegg185's solution](#)

210.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[eggegg185's solution](#)

211.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[eggegg185's solution](#)

212.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[eggegg185's solution](#)

213.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2025-09-27 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[eggegg185's solution](#)

214.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[eggegg185's solution](#)

215.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[eggegg185's solution](#)

216.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[eggegg185's solution](#)

217.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[eggegg185's solution](#)

218.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy
[eggegg185's solution](#)

219.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp
[eggegg185's solution](#)

220.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[eggegg185's solution](#)

221.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu
[eggegg185's solution](#)

222.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[eggegg185's solution](#)

223.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[eggegg185's solution](#)

224.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[eggegg185's solution](#)

225.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[eggegg185's solution](#)

226.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[eggegg185's solution](#)

227.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[eggegg185's solution](#)

228.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[eggegg185's solution](#)

229.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[eggegg185's solution](#)

230.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[eggegg185's solution](#)

231.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[eggegg185's solution](#)

232.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[eggegg185's solution](#)

233.

375C

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

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, shortest paths

[eggegg185's solution](#)

234.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-26 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[eggegg185's solution](#)

235.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[eggegg185's solution](#)

236.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[eggegg185's solution](#)

237.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[eggegg185's solution](#)

238.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[eggegg185's solution](#)

239.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[eggegg185's solution](#)

240.

2006D

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

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[eggegg185's solution](#)

241.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[eggegg185's solution](#)

242.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[eggegg185's solution](#)

243.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[eggegg185's solution](#)

244.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[eggegg185's solution](#)

245.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[eggegg185's solution](#)

246.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[eggegg185's solution](#)

247.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[eggegg185's solution](#)

248.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[eggegg185's solution](#)

249.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[eggegg185's solution](#)

250.

2026F

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

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[eggegg185's solution](#)

251.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[eggegg185's solution](#)

252.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[eggegg185's solution](#)

253.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[eggegg185's solution](#)

254.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[eggegg185's solution](#)

255.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[eggegg185's solution](#)

256.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[eggegg185's solution](#)

257.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[eggegg185's solution](#)

258.

1303G

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

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[eggegg185's solution](#)

259.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-09-06 · last AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[eggegg185's solution](#)

260.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[eggegg185's solution](#)

261.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-07-31 · last AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[eggegg185's solution](#)

262.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[eggegg185's solution](#)

263.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[eggegg185's solution](#)

264.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory
[eggegg185's solution](#)

265.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices
[eggegg185's solution](#)

266.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp
[eggegg185's solution](#)

267.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, hashing, implementation
[eggegg185's solution](#)

268.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: strings
[eggegg185's solution](#)

269.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[eggegg185's solution](#)

270.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[eggegg185's solution](#)

271.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[eggegg185's solution](#)

272.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-08-01 · last AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures
[eggegg185's solution](#)

273.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[eggegg185's solution](#)

274.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs
[eggegg185's solution](#)

275.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings
[eggegg185's solution](#)

276.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[eggegg185's solution](#)

277.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths
[eggegg185's solution](#)

278.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[eggegg185's solution](#)

279.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[eggegg185's solution](#)

280.

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[eggegg185's solution](#)

281.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[eggegg185's solution](#)

282.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy
[eggegg185's solution](#)

283.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[eggegg185's solution](#)

284.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[eggegg185's solution](#)

285.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[eggegg185's solution](#)

286.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[eggegg185's solution](#)

287.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-21 · last AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[eggegg185's solution](#)

288.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[eggegg185's solution](#)

289.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[eggegg185's solution](#)

290.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[eggegg185's solution](#)

291.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[eggegg185's solution](#)

292.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[eggegg185's solution](#)

293.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[eggegg185's solution](#)

294.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[eggegg185's solution](#)

295.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[eggegg185's solution](#)

296.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[eggegg185's solution](#)

297.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[eggegg185's solution](#)

298.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[eggegg185's solution](#)

299.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[eggegg185's solution](#)

300.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs

[eggegg185's solution](#)

301.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, trees

[eggegg185's solution](#)

302.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, geometry, trees

[eggegg185's solution](#)

303.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[eggegg185's solution](#)

304.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-08-01 · last AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[eggegg185's solution](#)

305.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[eggegg185's solution](#)

306.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[eggegg185's solution](#)

307.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[eggegg185's solution](#)

308.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[eggegg185's solution](#)

309.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[eggegg185's solution](#)

310.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[eggegg185's solution](#)

311.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[eggegg185's solution](#)

312.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[eggegg185's solution](#)

313.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: strings, trees

[eggegg185's solution](#)

314.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
[eggegg185's solution](#)

315.

2115D

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

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math
[eggegg185's solution](#)

316.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
[eggegg185's solution](#)

317.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[eggegg185's solution](#)

318.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, trees
[eggegg185's solution](#)

319.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2025-11-02 · last AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[eggegg185's solution](#)

320.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive
[eggegg185's solution](#)

321.

1266F

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

Quality: 377 global accepts · Rating: 2900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[eggegg185's solution](#)

322.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[eggegg185's solution](#)

323.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[eggegg185's solution](#)

324.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths
[eggegg185's solution](#)

325.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[eggegg185's solution](#)

326.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[eggegg185's solution](#)

327.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy
[eggegg185's solution](#)

328.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[eggegg185's solution](#)

329.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[eggegg185's solution](#)

330.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[eggegg185's solution](#)

331.

2018F1

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

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[eggegg185's solution](#)

332.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees
[eggegg185's solution](#)

333.

585E

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

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[eggegg185's solution](#)

334.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[eggegg185's solution](#)

335.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[eggegg185's solution](#)

336.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[eggegg185's solution](#)

337.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[eggegg185's solution](#)

338.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[eggegg185's solution](#)

339.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2025-08-24 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[eggegg185's solution](#)

340.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[eggegg185's solution](#)

341.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[eggegg185's solution](#)

342.

2070F

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

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[eggegg185's solution](#)

343.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[eggegg185's solution](#)

344.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[eggegg185's solution](#)

345.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[eggegg185's solution](#)

346.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[eggegg185's solution](#)

347.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[eggegg185's solution](#)

348.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[eggegg185's solution](#)

349.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[eggegg185's solution](#)

350.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[eggegg185's solution](#)

351.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[eggegg185's solution](#)

352.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[eggegg185's solution](#)

353.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[eggegg185's solution](#)

354.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-05-19 · last AC: 2024-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[eggegg185's solution](#)

355.

2018F2

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

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[eggegg185's solution](#)

356.

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[eggegg185's solution](#)

357.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[eggegg185's solution](#)

358.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-04-29 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings
[eggegg185's solution](#)

359.

1428G2

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

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[eggegg185's solution](#)

360.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[eggegg185's solution](#)

361.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[eggegg185's solution](#)

362.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
[eggegg185's solution](#)

363.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[eggegg185's solution](#)

364.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees
[eggegg185's solution](#)

365.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph

matchings, trees

[eggegg185's solution](#)

366.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[eggegg185's solution](#)

367.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-11-20 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[eggegg185's solution](#)

368.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[eggegg185's solution](#)

369.

2018F3

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

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[eggegg185's solution](#)

370.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[eggegg185's solution](#)

371.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[eggegg185's solution](#)

372.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[eggegg185's solution](#)

373.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[eggegg185's solution](#)

374.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[eggegg185's solution](#)

375.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[eggegg185's solution](#)

376.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[eggegg185's solution](#)

377.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[eggegg185's solution](#)

378.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[eggegg185's solution](#)

379.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[eggegg185's solution](#)

380.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[eggegg185's solution](#)

381.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[eggegg185's solution](#)

382.

1254E

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

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[eggegg185's solution](#)

383.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[eggegg185's solution](#)

384.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, trees

[eggegg185's solution](#)

385.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[eggegg185's solution](#)

386.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[eggegg185's solution](#)

387.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[eggegg185's solution](#)

388.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3500 · first AC: 2026-03-21 · last AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees

[eggegg185's solution](#)

389.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[eggegg185's solution](#)

390.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[eggegg185's solution](#)

391.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees

[eggegg185's solution](#)

392.

1264F

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

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[eggegg185's solution](#)

393.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[eggegg185's solution](#)

394.

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[eggegg185's solution](#)

395.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[eggegg185's solution](#)

396.

103443D

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

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[eggegg185's solution](#)

397.

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[eggegg185's solution](#)

398.

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[eggegg185's solution](#)

399.

undefined505

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

Rating: — · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[eggegg185's solution](#)

400.

undefined485

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: *special

[eggegg185's solution](#)

401.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[eggegg185's solution](#)

402.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[eggegg185's solution](#)

403.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[eggegg185's solution](#)

404.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[eggegg185's solution](#)