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Unique solved — f u c k CCF

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

Sort: Problem rating · easier first

Filters: none

Count: 221

- 1.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[f u c k CCF's solution](#)
- 2.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[f u c k CCF's solution](#)
- 3.**
2127A
[Mix Mex Max](#) · [Tutorial](#)
Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[f u c k CCF's solution](#)
- 4.**
2122A
[Greedy Grid](#) · [Tutorial](#)
Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[f u c k CCF's solution](#)
- 5.**
2124A
[Deranged Deletions](#) · [Tutorial](#)
Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[f u c k CCF's solution](#)
- 6.**
2084A
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[f u c k CCF's solution](#)
- 7.**
2061A
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Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
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- 8.**
2034A
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- 9.**
2039A
[Shohag Loves Mod](#) · [Tutorial](#)
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10.

2035A

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Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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11.

2002A

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12.

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13.

2157B

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14.

2035B

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15.

2147B

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16.

2124B

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17.

2034B

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18.

2039B

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19.

2002B

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20.

2122B

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[f_u_c_k_CCF's solution](#)

21.

2084B

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[f_u_c_k_CCF's solution](#)

22.

2061B

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23.

1991B

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Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[f_u_c_k_CCF's solution](#)

24.

2196A

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[f_u_c_k_CCF's solution](#)

25.

2039C1

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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

[f_u_c_k_CCF's solution](#)

26.

2002C

[Black Circles](#) · [Tutorial](#)

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27.

2201A1

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28.

2150A

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29.

2127B

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30.

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[f u c k CCF's solution](#)

31.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[f u c k CCF's solution](#)

32.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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33.

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[f u c k CCF's solution](#)

34.

2127C

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35.

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36.

2034C

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37.

2035C

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Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[f u c k CCF's solution](#)

38.

2147C

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Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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39.

2115A

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Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[f u c k CCF's solution](#)

40.

2196B

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Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[f u c k CCF's solution](#)

41.

2157D

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Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[f u c k CCF's solution](#)

42.

2129B

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Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[f u c k CCF's solution](#)

43.

2084D

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[f u c k CCF's solution](#)

44.

2061D

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Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
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45.

2061C

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[f u c k CCF's solution](#)

46.

2034D

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[f u c k CCF's solution](#)

47.

2201B

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48.

2201A2

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[f u c k CCF's solution](#)

49.

2150B

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[f u c k CCF's solution](#)

50.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[f_u_c_k_CCF's solution](#)

51.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

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[f_u_c_k_CCF's solution](#)

52.

2124D

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

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[f_u_c_k_CCF's solution](#)

53.

2089A

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Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[f_u_c_k_CCF's solution](#)

54.

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

[f_u_c_k_CCF's solution](#)

55.

2196C1

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[f_u_c_k_CCF's solution](#)

56.

2127D

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57.

2081A

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[f_u_c_k_CCF's solution](#)

58.

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

[f_u_c_k_CCF's solution](#)

59.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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60.

2157E

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[f_u_c_k_CCF's solution](#)

61.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[f_u_c_k_CCF's solution](#)

62.

2089B1

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

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[f_u_c_k_CCF's solution](#)

63.

2002D1

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Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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64.

1991E

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Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[f_u_c_k_CCF's solution](#)

65.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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66.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[f_u_c_k_CCF's solution](#)

67.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

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[f_u_c_k_CCF's solution](#)

68.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[f_u_c_k_CCF's solution](#)

69.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy,

math, sortings

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70.

2150C

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71.

2127E

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[f_u_c_k_CCF's solution](#)

72.

2124E

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Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[f_u_c_k_CCF's solution](#)

73.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[f_u_c_k_CCF's solution](#)

74.

2061F1

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Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[f_u_c_k_CCF's solution](#)

75.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[f_u_c_k_CCF's solution](#)

76.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[f_u_c_k_CCF's solution](#)

77.

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

[f_u_c_k_CCF's solution](#)

78.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[f_u_c_k_CCF's solution](#)

79.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, greedy

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80.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

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81.

2124F1

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Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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82.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[f_u_c_k_CCF's solution](#)

83.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[f_u_c_k_CCF's solution](#)

84.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[f_u_c_k_CCF's solution](#)

85.

2002E

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Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[f_u_c_k_CCF's solution](#)

86.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[f_u_c_k_CCF's solution](#)

87.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[f_u_c_k_CCF's solution](#)

88.

2084E

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Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

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89.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[f_u_c_k_CCF's solution](#)

90.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[f_u_c_k_CCF's solution](#)

91.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[f_u_c_k_CCF's solution](#)

92.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[f_u_c_k_CCF's solution](#)

93.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[f_u_c_k_CCF's solution](#)

94.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[f_u_c_k_CCF's solution](#)

95.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[f_u_c_k_CCF's solution](#)

96.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[f_u_c_k_CCF's solution](#)

97.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[f_u_c_k_CCF's solution](#)

98.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[f_u_c_k_CCF's solution](#)

99.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math,

number theory

[f_u_c_k_CCF's solution](#)

100.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[f_u_c_k_CCF's solution](#)

101.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[f_u_c_k_CCF's solution](#)

102.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[f_u_c_k_CCF's solution](#)

103.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[f_u_c_k_CCF's solution](#)

104.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[f_u_c_k_CCF's solution](#)

105.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[f_u_c_k_CCF's solution](#)

106.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[f_u_c_k_CCF's solution](#)

107.

2127F

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

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[f_u_c_k_CCF's solution](#)

108.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[f_u_c_k_CCF's solution](#)

109.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[f_u_c_k_CCF's solution](#)

110.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[f_u_c_k_CCF's solution](#)

111.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[f_u_c_k_CCF's solution](#)

112.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory, strings

[f_u_c_k_CCF's solution](#)

113.

2115D

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

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[f_u_c_k_CCF's solution](#)

114.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[f_u_c_k_CCF's solution](#)

115.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[f_u_c_k_CCF's solution](#)

116.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[f_u_c_k_CCF's solution](#)

117.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[f_u_c_k_CCF's solution](#)

118.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[f_u_c_k_CCF's solution](#)

119.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[f_u_c_k_CCF's solution](#)

120.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[f_u_c_k_CCF's solution](#)

121.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[f_u_c_k_CCF's solution](#)

122.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[f_u_c_k_CCF's solution](#)

123.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[f_u_c_k_CCF's solution](#)

124.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[f_u_c_k_CCF's solution](#)

125.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[f_u_c_k_CCF's solution](#)

126.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[f_u_c_k_CCF's solution](#)

127.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[f_u_c_k_CCF's solution](#)

128.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[f_u_c_k_CCF's solution](#)

129.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[f_u_c_k_CCF's solution](#)

130.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[f_u_c_k_CCF's solution](#)

131.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[f_u_c_k_CCF's solution](#)

132.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[f_u_c_k_CCF's solution](#)

133.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[f_u_c_k_CCF's solution](#)

134.

1545D

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

Quality: 606 global accepts · Rating: 3000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[f_u_c_k_CCF's solution](#)

135.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[f_u_c_k_CCF's solution](#)

136.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[f_u_c_k_CCF's solution](#)

137.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[f_u_c_k_CCF's solution](#)

138.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[f_u_c_k_CCF's solution](#)

139.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[f_u_c_k_CCF's solution](#)

140.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[f_u_c_k_CCF's solution](#)

141.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[f_u_c_k_CCF's solution](#)

142.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[f_u_c_k_CCF's solution](#)

143.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[f_u_c_k_CCF's solution](#)

144.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[f_u_c_k_CCF's solution](#)

145.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[f_u_c_k_CCF's solution](#)

146.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[f_u_c_k_CCF's solution](#)

147.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[f_u_c_k_CCF's solution](#)

148.

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[f_u_c_k_CCF's solution](#)

149.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[f_u_c_k_CCF's solution](#)

150.

1815E

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

Quality: 419 global accepts · Rating: 3100 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[f_u_c_k_CCF's solution](#)

151.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[f_u_c_k_CCF's solution](#)

152.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[f_u_c_k_CCF's solution](#)

153.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[f_u_c_k_CCF's solution](#)

154.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[f_u_c_k_CCF's solution](#)

155.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[f_u_c_k_CCF's solution](#)

156.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[f_u_c_k_CCF's solution](#)

157.

2018F3

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

Quality: 310 global accepts · Rating: 3100 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[f_u_c_k_CCF's solution](#)

158.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[f_u_c_k_CCF's solution](#)

159.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · last AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[f_u_c_k_CCF's solution](#)

160.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[f_u_c_k_CCF's solution](#)

161.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[f_u_c_k_CCF's solution](#)

162.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[f_u_c_k_CCF's solution](#)

163.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[f_u_c_k_CCF's solution](#)

164.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[f_u_c_k_CCF's solution](#)

165.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[f_u_c_k_CCF's solution](#)

166.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[f_u_c_k_CCF's solution](#)

167.

2190E

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

Quality: 236 global accepts · Rating: 3200 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[f_u_c_k_CCF's solution](#)

168.

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[f_u_c_k_CCF's solution](#)

169.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[f_u_c_k_CCF's solution](#)

170.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[f_u_c_k_CCF's solution](#)

171.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[f_u_c_k_CCF's solution](#)

172.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[f_u_c_k_CCF's solution](#)

173.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[f_u_c_k_CCF's solution](#)

174.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[f_u_c_k_CCF's solution](#)

175.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[f_u_c_k_CCF's solution](#)

176.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[f_u_c_k_CCF's solution](#)

177.

2096G

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

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[f_u_c_k_CCF's solution](#)

178.

2089D

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

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[f_u_c_k_CCF's solution](#)

179.

1037H

[Security](#) · [Tutorial](#)

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180.

1017G

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Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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181.

1349D

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182.

1025G

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183.

1781G

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184.

1081G

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185.

1482G

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Quality: 344 global accepts · Rating: 3200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

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186.

1223G

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187.

1517G

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188.

1466H

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Quality: 489 global accepts · Rating: 3300 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

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189.

1270H

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190.

1495F

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191.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

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[f_u_c_k_CCF's solution](#)

192.

1188E

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

Quality: 288 global accepts · Rating: 3300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[f_u_c_k_CCF's solution](#)

193.

1254E

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[f_u_c_k_CCF's solution](#)

194.

2122G

[Tree Parking](#) · [Tutorial](#)

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[f_u_c_k_CCF's solution](#)

195.

1416F

[Showing Off](#) · [Tutorial](#)

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[f_u_c_k_CCF's solution](#)

196.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[f_u_c_k_CCF's solution](#)

197.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry

[f_u_c_k_CCF's solution](#)

198.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[f_u_c_k_CCF's solution](#)

199.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

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[f_u_c_k_CCF's solution](#)

200.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[f_u_c_k_CCF's solution](#)

201.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[f_u_c_k_CCF's solution](#)

202.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[f_u_c_k_CCF's solution](#)

203.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[f_u_c_k_CCF's solution](#)

204.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[f_u_c_k_CCF's solution](#)

205.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[f_u_c_k_CCF's solution](#)

206.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[f_u_c_k_CCF's solution](#)

207.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, math

[f_u_c_k_CCF's solution](#)

208.

1844H

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[f_u_c_k_CCF's solution](#)

209.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[f_u_c_k_CCF's solution](#)

210.

2002G

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[f_u_c_k_CCF's solution](#)

211.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[f_u_c_k_CCF's solution](#)

212.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, math
[f_u_c_k_CCF's solution](#)

213.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[f_u_c_k_CCF's solution](#)

214.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[f_u_c_k_CCF's solution](#)

215.

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, trees
[f_u_c_k_CCF's solution](#)

216.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[f_u_c_k_CCF's solution](#)

217.

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[f_u_c_k_CCF's solution](#)

218.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation
[f_u_c_k_CCF's solution](#)

219.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[f_u_c_k_CCF's solution](#)

220.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[f_u_c_k_CCF's solution](#)

221.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: games
[f_u_c_k_CCF's solution](#)