

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

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# Unique solved — fake banana

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

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

Filters: none

Count: 758

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[fake banana's solution](#)

2.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fake banana's solution](#)

3.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[fake banana's solution](#)

4.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, implementation, math

[fake banana's solution](#)

5.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[fake banana's solution](#)

6.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[fake banana's solution](#)

7.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[fake banana's solution](#)

8.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fake banana's solution](#)

9.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**10.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[fake\\_banana's solution](#)

**11.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[fake\\_banana's solution](#)

**12.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,542 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**13.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[fake\\_banana's solution](#)

**14.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[fake\\_banana's solution](#)

**15.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[fake\\_banana's solution](#)

**16.**

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[fake\\_banana's solution](#)

**17.**

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

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**18.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[fake\\_banana's solution](#)

**19.**

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[fake\\_banana's solution](#)

**20.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[fake\\_banana's solution](#)

**21.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[fake\\_banana's solution](#)

**22.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**23.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[fake\\_banana's solution](#)

**24.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[fake\\_banana's solution](#)

**25.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[fake\\_banana's solution](#)

**26.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fake\\_banana's solution](#)

**27.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fake\\_banana's solution](#)

**28.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,163 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[fake\\_banana's solution](#)

**29.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[fake\\_banana's solution](#)

**30.**

1791A

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

Quality: 80,613 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[fake\\_banana's solution](#)

**31.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[fake\\_banana's solution](#)

**32.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[fake\\_banana's solution](#)

**33.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[fake\\_banana's solution](#)

**34.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[fake\\_banana's solution](#)

**35.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fake\\_banana's solution](#)

**36.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**37.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[fake\\_banana's solution](#)

**38.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fake\\_banana's solution](#)

**39.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[fake\\_banana's solution](#)

**40.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[fake\\_banana's solution](#)

**41.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**42.**

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

implementation

[fake\\_banana's solution](#)

**43.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fake\\_banana's solution](#)

**44.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[fake\\_banana's solution](#)

**45.**

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[fake\\_banana's solution](#)

**46.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[fake\\_banana's solution](#)

**47.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[fake\\_banana's solution](#)

**48.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[fake\\_banana's solution](#)

**49.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**50.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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**51.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[fake\\_banana's solution](#)

**52.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**53.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings  
[fake\\_banana's solution](#)

**54.**

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**55.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[fake\\_banana's solution](#)

**56.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[fake\\_banana's solution](#)

**57.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,323 global accepts · Rating: 900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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**58.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**59.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**60.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[fake\\_banana's solution](#)

**61.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
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**62.**

1833B

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Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**63.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**64.**

1808A

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Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**65.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**66.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

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**67.**

1735B

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Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**68.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[fake\\_banana's solution](#)

**69.**

1665B

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[fake\\_banana's solution](#)

**70.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

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**71.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[fake\\_banana's solution](#)

**72.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[fake\\_banana's solution](#)

**73.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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**74.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[fake\\_banana's solution](#)

**75.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
[fake\\_banana's solution](#)

**76.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[fake\\_banana's solution](#)

**77.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[fake\\_banana's solution](#)

**78.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[fake\\_banana's solution](#)

**79.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[fake\\_banana's solution](#)

**80.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[fake\\_banana's solution](#)

**81.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fake\\_banana's solution](#)

**82.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fake\\_banana's solution](#)

**83.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[fake\\_banana's solution](#)

**84.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math



[fake\\_banana's solution](#)

**85.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[fake\\_banana's solution](#)

**86.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

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**87.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[fake\\_banana's solution](#)

**88.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[fake\\_banana's solution](#)

**89.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[fake\\_banana's solution](#)

**90.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[fake\\_banana's solution](#)

**91.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[fake\\_banana's solution](#)

**92.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[fake\\_banana's solution](#)

**93.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[fake\\_banana's solution](#)

**94.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[fake\\_banana's solution](#)

**95.**

1673B

[A Perfectly Balanced String? · Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
[fake\\_banana's solution](#)

**96.**

1656B

[Subtract Operation · Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[fake\\_banana's solution](#)

**97.**

1618C

[Paint the Array · Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fake\\_banana's solution](#)

**98.**

1517B

[Morning Jogging · Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[fake\\_banana's solution](#)

**99.**

2048C

[Kevin and Binary Strings · Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[fake\\_banana's solution](#)

**100.**

2002C

[Black Circles · Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[fake\\_banana's solution](#)

**101.**

1987C

[Basil's Garden · Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[fake\\_banana's solution](#)

**102.**

1951B

[Battle Cows · Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[fake\\_banana's solution](#)

**103.**

1916C

[Training Before the Olympiad · Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[fake\\_banana's solution](#)

**104.**

1874A

[Jellyfish and Game · Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation  
[fake\\_banana's solution](#)

**105.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[fake\\_banana's solution](#)

**106.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[fake\\_banana's solution](#)

**107.**

776B

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

Quality: 25,728 global accepts · Rating: 1200 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[fake\\_banana's solution](#)

**108.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings  
[fake\\_banana's solution](#)

**109.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation  
[fake\\_banana's solution](#)

**110.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[fake\\_banana's solution](#)

**111.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[fake\\_banana's solution](#)

**112.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math  
[fake\\_banana's solution](#)

**113.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[fake\\_banana's solution](#)

**114.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fake\\_banana's solution](#)

**115.**

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[fake\\_banana's solution](#)

**116.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[fake\\_banana's solution](#)

**117.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[fake\\_banana's solution](#)

**118.**

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, strings  
[fake\\_banana's solution](#)

**119.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[fake\\_banana's solution](#)

**120.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[fake\\_banana's solution](#)

**121.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[fake\\_banana's solution](#)

**122.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fake\\_banana's solution](#)

**123.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[fake\\_banana's solution](#)

**124.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[fake\\_banana's solution](#)

**125.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[fake\\_banana's solution](#)

**126.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[fake\\_banana's solution](#)

**127.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[fake\\_banana's solution](#)

**128.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[fake\\_banana's solution](#)

**129.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive

[fake\\_banana's solution](#)

**130.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[fake\\_banana's solution](#)

**131.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fake\\_banana's solution](#)

**132.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[fake\\_banana's solution](#)

**133.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[fake\\_banana's solution](#)

**134.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[fake\\_banana's solution](#)

**135.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[fake\\_banana's solution](#)

**136.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[fake\\_banana's solution](#)

**137.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[fake\\_banana's solution](#)

**138.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[fake\\_banana's solution](#)

**139.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fake\\_banana's solution](#)

**140.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[fake\\_banana's solution](#)

**141.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[fake\\_banana's solution](#)

**142.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[fake\\_banana's solution](#)

**143.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[fake\\_banana's solution](#)

**144.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[fake\\_banana's solution](#)

**145.**

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[fake\\_banana's solution](#)

**146.**

1833D

[Flipper · Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[fake\\_banana's solution](#)

**147.**

757B

[Bash's Big Day · Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[fake\\_banana's solution](#)

**148.**

359B

[Permutation · Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math  
[fake\\_banana's solution](#)

**149.**

538B

[Quasi Binary · Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[fake\\_banana's solution](#)

**150.**

1735C

[Phase Shift · Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[fake\\_banana's solution](#)

**151.**

1519C

[Berland Regional · Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[fake\\_banana's solution](#)

**152.**

1679C

[Rooks Defenders · Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[fake\\_banana's solution](#)

**153.**

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[fake\\_banana's solution](#)

**154.**

1627C

[Not Assigning · Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[fake\\_banana's solution](#)

**155.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[fake\\_banana's solution](#)

**156.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fake\\_banana's solution](#)

**157.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[fake\\_banana's solution](#)

**158.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**159.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[fake\\_banana's solution](#)

**160.**

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[fake\\_banana's solution](#)

**161.**

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[fake\\_banana's solution](#)

**162.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[fake\\_banana's solution](#)

**163.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[fake\\_banana's solution](#)

**164.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory



[fake\\_banana's solution](#)

**165.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[fake\\_banana's solution](#)

**166.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[fake\\_banana's solution](#)

**167.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,226 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[fake\\_banana's solution](#)

**168.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[fake\\_banana's solution](#)

**169.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[fake\\_banana's solution](#)

**170.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[fake\\_banana's solution](#)

**171.**

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[fake\\_banana's solution](#)

**172.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[fake\\_banana's solution](#)

**173.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[fake\\_banana's solution](#)

**174.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[fake\\_banana's solution](#)

**175.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[fake\\_banana's solution](#)

**176.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[fake\\_banana's solution](#)

**177.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[fake\\_banana's solution](#)

**178.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fake\\_banana's solution](#)

**179.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[fake\\_banana's solution](#)

**180.**

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[fake\\_banana's solution](#)

**181.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fake\\_banana's solution](#)

**182.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[fake\\_banana's solution](#)

**183.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[fake\\_banana's solution](#)

**184.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[fake\\_banana's solution](#)

**185.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[fake\\_banana's solution](#)

**186.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[fake\\_banana's solution](#)

**187.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[fake\\_banana's solution](#)

**188.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[fake\\_banana's solution](#)

**189.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[fake\\_banana's solution](#)

**190.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[fake\\_banana's solution](#)

**191.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[fake\\_banana's solution](#)

**192.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[fake\\_banana's solution](#)

**193.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[fake\\_banana's solution](#)

**194.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[fake\\_banana's solution](#)

### 195.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math  
[fake\\_banana's solution](#)

### 196.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[fake\\_banana's solution](#)

### 197.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[fake\\_banana's solution](#)

### 198.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math  
[fake\\_banana's solution](#)

### 199.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation  
[fake\\_banana's solution](#)

### 200.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[fake\\_banana's solution](#)

### 201.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math  
[fake\\_banana's solution](#)

### 202.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[fake\\_banana's solution](#)

### 203.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings  
[fake\\_banana's solution](#)

### 204.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[fake\\_banana's solution](#)

## 205.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[fake\\_banana's solution](#)

## 206.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[fake\\_banana's solution](#)

## 207.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[fake\\_banana's solution](#)

## 208.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[fake\\_banana's solution](#)

## 209.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[fake\\_banana's solution](#)

## 210.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[fake\\_banana's solution](#)

## 211.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[fake\\_banana's solution](#)

## 212.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[fake\\_banana's solution](#)

## 213.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[fake\\_banana's solution](#)

## 214.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[fake\\_banana's solution](#)

**215.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[fake\\_banana's solution](#)

**216.**

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[fake\\_banana's solution](#)

**217.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[fake\\_banana's solution](#)

**218.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[fake\\_banana's solution](#)

**219.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[fake\\_banana's solution](#)

**220.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[fake\\_banana's solution](#)

**221.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[fake\\_banana's solution](#)

**222.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[fake\\_banana's solution](#)

**223.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[fake\\_banana's solution](#)

**224.**

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[fake\\_banana's solution](#)

**225.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[fake\\_banana's solution](#)

**226.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[fake\\_banana's solution](#)

**227.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[fake\\_banana's solution](#)

**228.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[fake\\_banana's solution](#)

**229.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[fake\\_banana's solution](#)

**230.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[fake\\_banana's solution](#)

**231.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[fake\\_banana's solution](#)

**232.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**233.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[fake\\_banana's solution](#)

**234.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[fake\\_banana's solution](#)

**235.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings  
[fake\\_banana's solution](#)

**236.**

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math  
[fake\\_banana's solution](#)

**237.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[fake\\_banana's solution](#)

**238.**

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fake\\_banana's solution](#)

**239.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[fake\\_banana's solution](#)

**240.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs  
[fake\\_banana's solution](#)

**241.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[fake\\_banana's solution](#)

**242.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[fake\\_banana's solution](#)

**243.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math  
[fake\\_banana's solution](#)

**244.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory  
[fake\\_banana's solution](#)



**245.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: matrices  
[fake\\_banana's solution](#)

**246.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[fake\\_banana's solution](#)

**247.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[fake\\_banana's solution](#)

**248.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[fake\\_banana's solution](#)

**249.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[fake\\_banana's solution](#)

**250.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy  
[fake\\_banana's solution](#)

**251.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers  
[fake\\_banana's solution](#)

**252.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[fake\\_banana's solution](#)

**253.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[fake\\_banana's solution](#)

**254.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[fake\\_banana's solution](#)

**255.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[fake\\_banana's solution](#)

**256.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[fake\\_banana's solution](#)

**257.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fake\\_banana's solution](#)

**258.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[fake\\_banana's solution](#)

**259.**

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[fake\\_banana's solution](#)

**260.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[fake\\_banana's solution](#)

**261.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[fake\\_banana's solution](#)

**262.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[fake\\_banana's solution](#)

**263.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[fake\\_banana's solution](#)

**264.**

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**265.**

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, strings

[fake\\_banana's solution](#)

**266.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[fake\\_banana's solution](#)

**267.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[fake\\_banana's solution](#)

**268.**

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[fake\\_banana's solution](#)

**269.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**270.**

296B

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

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[fake\\_banana's solution](#)

**271.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[fake\\_banana's solution](#)

**272.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[fake\\_banana's solution](#)

**273.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[fake\\_banana's solution](#)

**274.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[fake\\_banana's solution](#)

**275.**

863E

[Turn Off The TV](#) · Tutorial

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[fake\\_banana's solution](#)

**276.**

1070C

[Cloud Computing](#) · Tutorial

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[fake\\_banana's solution](#)

**277.**

1619G

[Unusual Minesweeper](#) · Tutorial

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings  
[fake\\_banana's solution](#)

**278.**

1619F

[Let's Play the Hat?](#) · Tutorial

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[fake\\_banana's solution](#)

**279.**

2127E

[Ancient Tree](#) · Tutorial

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[fake\\_banana's solution](#)

**280.**

1599H

[Hidden Fortress](#) · Tutorial

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math  
[fake\\_banana's solution](#)

**281.**

1942D

[Learning to Paint](#) · Tutorial

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings  
[fake\\_banana's solution](#)

**282.**

1919D

[01 Tree](#) · Tutorial

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[fake\\_banana's solution](#)

**283.**

1868B2

[Candy Party \(Hard Version\)](#) · Tutorial

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math  
[fake\\_banana's solution](#)

**284.**

1864E

[Guess Game](#) · Tutorial

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees  
[fake\\_banana's solution](#)

**285.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[fake\\_banana's solution](#)

**286.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[fake\\_banana's solution](#)

**287.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[fake\\_banana's solution](#)

**288.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[fake\\_banana's solution](#)

**289.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)

**290.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[fake\\_banana's solution](#)

**291.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[fake\\_banana's solution](#)

**292.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[fake\\_banana's solution](#)

**293.**

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[fake\\_banana's solution](#)

**294.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[fake\\_banana's solution](#)

**295.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[fake\\_banana's solution](#)

**296.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[fake\\_banana's solution](#)

**297.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[fake\\_banana's solution](#)

**298.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[fake\\_banana's solution](#)

**299.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[fake\\_banana's solution](#)

**300.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)

**301.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[fake\\_banana's solution](#)

**302.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[fake\\_banana's solution](#)

**303.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[fake\\_banana's solution](#)

**304.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[fake\\_banana's solution](#)

**305.**

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings  
[fake\\_banana's solution](#)

**306.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp  
[fake\\_banana's solution](#)

**307.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy  
[fake\\_banana's solution](#)

**308.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search  
[fake\\_banana's solution](#)

**309.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[fake\\_banana's solution](#)

**310.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp  
[fake\\_banana's solution](#)

**311.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings  
[fake\\_banana's solution](#)

**312.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers  
[fake\\_banana's solution](#)

**313.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp  
[fake\\_banana's solution](#)

**314.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[fake\\_banana's solution](#)

**315.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[fake\\_banana's solution](#)

**316.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fake\\_banana's solution](#)

**317.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[fake\\_banana's solution](#)

**318.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers  
[fake\\_banana's solution](#)

**319.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees  
[fake\\_banana's solution](#)

**320.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[fake\\_banana's solution](#)

**321.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths  
[fake\\_banana's solution](#)

**322.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[fake\\_banana's solution](#)

**323.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[fake\\_banana's solution](#)

**324.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings  
[fake\\_banana's solution](#)



**325.**

1614D2

[Divan and Kostomuksha \(hard version\) · Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory  
[fake\\_banana's solution](#)

**326.**

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees  
[fake\\_banana's solution](#)

**327.**

677D

[Vanya and Treasure · Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths  
[fake\\_banana's solution](#)

**328.**

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  
[fake\\_banana's solution](#)

**329.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees  
[fake\\_banana's solution](#)

**330.**

1965C

[Folding Strip · Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[fake\\_banana's solution](#)

**331.**

1943C

[Tree Compass · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[fake\\_banana's solution](#)

**332.**

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games  
[fake\\_banana's solution](#)

**333.**

1009F

[Dominant Indices · Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-01-31 · last AC: 2024-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees  
[fake\\_banana's solution](#)

**334.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[fake\\_banana's solution](#)

**335.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[fake\\_banana's solution](#)

**336.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[fake\\_banana's solution](#)

**337.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[fake\\_banana's solution](#)

**338.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[fake\\_banana's solution](#)

**339.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[fake\\_banana's solution](#)

**340.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[fake\\_banana's solution](#)

**341.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: flows

[fake\\_banana's solution](#)

**342.**

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[fake\\_banana's solution](#)

**343.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[fake\\_banana's solution](#)

**344.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[fake\\_banana's solution](#)

**345.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[fake\\_banana's solution](#)

**346.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2023-01-30 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[fake\\_banana's solution](#)

**347.**

1245F

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

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[fake\\_banana's solution](#)

**348.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle  
[fake\\_banana's solution](#)

**349.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[fake\\_banana's solution](#)

**350.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees  
[fake\\_banana's solution](#)

**351.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation  
[fake\\_banana's solution](#)

**352.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings  
[fake\\_banana's solution](#)

**353.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings  
[fake\\_banana's solution](#)

**354.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-07-09 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[fake\\_banana's solution](#)

**355.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[fake\\_banana's solution](#)

**356.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[fake\\_banana's solution](#)

**357.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[fake\\_banana's solution](#)

**358.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[fake\\_banana's solution](#)

**359.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[fake\\_banana's solution](#)

**360.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[fake\\_banana's solution](#)

**361.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[fake\\_banana's solution](#)

**362.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[fake\\_banana's solution](#)

**363.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths

[fake\\_banana's solution](#)

**364.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[fake\\_banana's solution](#)

**365.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[fake\\_banana's solution](#)

**366.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[fake\\_banana's solution](#)

**367.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[fake\\_banana's solution](#)

**368.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[fake\\_banana's solution](#)

**369.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[fake\\_banana's solution](#)

**370.**

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[fake\\_banana's solution](#)

**371.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[fake\\_banana's solution](#)

**372.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[fake\\_banana's solution](#)

**373.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fake\\_banana's solution](#)

**374.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp,

greedy

[fake\\_banana's solution](#)

**375.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[fake\\_banana's solution](#)

**376.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[fake\\_banana's solution](#)

**377.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[fake\\_banana's solution](#)

**378.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[fake\\_banana's solution](#)

**379.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-01 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[fake\\_banana's solution](#)

**380.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[fake\\_banana's solution](#)

**381.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[fake\\_banana's solution](#)

**382.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[fake\\_banana's solution](#)

**383.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[fake\\_banana's solution](#)

**384.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math

[fake\\_banana's solution](#)

**385.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[fake\\_banana's solution](#)

**386.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[fake\\_banana's solution](#)

**387.**

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[fake\\_banana's solution](#)

**388.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)

**389.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[fake\\_banana's solution](#)

**390.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[fake\\_banana's solution](#)

**391.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**392.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[fake\\_banana's solution](#)

**393.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[fake\\_banana's solution](#)

**394.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[fake\\_banana's solution](#)

**395.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**396.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[fake\\_banana's solution](#)

**397.**

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[fake\\_banana's solution](#)

**398.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[fake\\_banana's solution](#)

**399.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[fake\\_banana's solution](#)

**400.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[fake\\_banana's solution](#)

**401.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[fake\\_banana's solution](#)

**402.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[fake\\_banana's solution](#)

**403.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[fake\\_banana's solution](#)

**404.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)



**405.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[fake\\_banana's solution](#)

**406.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**407.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[fake\\_banana's solution](#)

**408.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[fake\\_banana's solution](#)

**409.**

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[fake\\_banana's solution](#)

**410.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-03-28 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[fake\\_banana's solution](#)

**411.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[fake\\_banana's solution](#)

**412.**

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[fake\\_banana's solution](#)

**413.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[fake\\_banana's solution](#)

**414.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[fake\\_banana's solution](#)

**415.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[fake\\_banana's solution](#)

**416.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[fake\\_banana's solution](#)

**417.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[fake\\_banana's solution](#)

**418.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[fake\\_banana's solution](#)

**419.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[fake\\_banana's solution](#)

**420.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[fake\\_banana's solution](#)

**421.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[fake\\_banana's solution](#)

**422.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math

[fake\\_banana's solution](#)

**423.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[fake\\_banana's solution](#)

**424.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[fake\\_banana's solution](#)

**425.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[fake\\_banana's solution](#)

**426.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[fake\\_banana's solution](#)

**427.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[fake\\_banana's solution](#)

**428.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[fake\\_banana's solution](#)

**429.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[fake\\_banana's solution](#)

**430.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[fake\\_banana's solution](#)

**431.**

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**432.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[fake\\_banana's solution](#)

**433.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-09-13 · last AC: 2025-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[fake\\_banana's solution](#)

**434.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[fake\\_banana's solution](#)

**435.**

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[fake\\_banana's solution](#)

**436.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-07-06 · last AC: 2024-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[fake\\_banana's solution](#)

**437.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[fake\\_banana's solution](#)

**438.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[fake\\_banana's solution](#)

**439.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[fake\\_banana's solution](#)

**440.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**441.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[fake\\_banana's solution](#)

**442.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[fake\\_banana's solution](#)

**443.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fake\\_banana's solution](#)

**444.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees  
[fake\\_banana's solution](#)

**445.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[fake\\_banana's solution](#)

**446.**

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities  
[fake\\_banana's solution](#)

**447.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy  
[fake\\_banana's solution](#)

**448.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[fake\\_banana's solution](#)

**449.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[fake\\_banana's solution](#)

**450.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[fake\\_banana's solution](#)

**451.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory  
[fake\\_banana's solution](#)

**452.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees  
[fake\\_banana's solution](#)

**453.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory  
[fake\\_banana's solution](#)

**454.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[fake\\_banana's solution](#)

**455.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[fake\\_banana's solution](#)

**456.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)

**457.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[fake\\_banana's solution](#)

**458.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[fake\\_banana's solution](#)

**459.**

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[fake\\_banana's solution](#)

**460.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[fake\\_banana's solution](#)

**461.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-10-07 · last AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[fake\\_banana's solution](#)

**462.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu

[fake\\_banana's solution](#)

**463.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[fake\\_banana's solution](#)

**464.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[fake\\_banana's solution](#)

**465.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[fake\\_banana's solution](#)

**466.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers  
[fake\\_banana's solution](#)

**467.**

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math  
[fake\\_banana's solution](#)

**468.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[fake\\_banana's solution](#)

**469.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[fake\\_banana's solution](#)

**470.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math  
[fake\\_banana's solution](#)

**471.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees  
[fake\\_banana's solution](#)

**472.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings  
[fake\\_banana's solution](#)

**473.**

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs  
[fake\\_banana's solution](#)

**474.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers  
[fake\\_banana's solution](#)

**475.**

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[fake\\_banana's solution](#)

**476.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory  
[fake\\_banana's solution](#)

**477.**

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[fake\\_banana's solution](#)

**478.**

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[fake\\_banana's solution](#)

**479.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees  
[fake\\_banana's solution](#)

**480.**

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[fake\\_banana's solution](#)

**481.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees  
[fake\\_banana's solution](#)

**482.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fake\\_banana's solution](#)

**483.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings  
[fake\\_banana's solution](#)

**484.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers  
[fake\\_banana's solution](#)



**485.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**486.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[fake\\_banana's solution](#)

**487.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[fake\\_banana's solution](#)

**488.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[fake\\_banana's solution](#)

**489.**

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[fake\\_banana's solution](#)

**490.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[fake\\_banana's solution](#)

**491.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[fake\\_banana's solution](#)

**492.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[fake\\_banana's solution](#)

**493.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[fake\\_banana's solution](#)

**494.**

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[fake\\_banana's solution](#)

**495.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math  
[fake\\_banana's solution](#)

**496.**

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities  
[fake\\_banana's solution](#)

**497.**

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[fake\\_banana's solution](#)

**498.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-12-29 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[fake\\_banana's solution](#)

**499.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees  
[fake\\_banana's solution](#)

**500.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees  
[fake\\_banana's solution](#)

**501.**

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[fake\\_banana's solution](#)

**502.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings  
[fake\\_banana's solution](#)

**503.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[fake\\_banana's solution](#)

**504.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers  
[fake\\_banana's solution](#)

**505.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[fake\\_banana's solution](#)

**506.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees  
[fake\\_banana's solution](#)

**507.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math  
[fake\\_banana's solution](#)

**508.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[fake\\_banana's solution](#)

**509.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees  
[fake\\_banana's solution](#)

**510.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings  
[fake\\_banana's solution](#)

**511.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[fake\\_banana's solution](#)

**512.**

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive  
[fake\\_banana's solution](#)

**513.**

1067E

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

Quality: 552 global accepts · Rating: 2800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, trees  
[fake\\_banana's solution](#)

**514.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices  
[fake\\_banana's solution](#)

**515.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory  
[fake\\_banana's solution](#)

**516.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[fake\\_banana's solution](#)

**517.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[fake\\_banana's solution](#)

**518.**

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[fake\\_banana's solution](#)

**519.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[fake\\_banana's solution](#)

**520.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[fake\\_banana's solution](#)

**521.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees  
[fake\\_banana's solution](#)

**522.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fake\\_banana's solution](#)

**523.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[fake\\_banana's solution](#)

**524.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math  
[fake\\_banana's solution](#)

**525.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[fake\\_banana's solution](#)

**526.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[fake\\_banana's solution](#)

**527.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[fake\\_banana's solution](#)

**528.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[fake\\_banana's solution](#)

**529.**

1400F

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

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[fake\\_banana's solution](#)

**530.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[fake\\_banana's solution](#)

**531.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[fake\\_banana's solution](#)

**532.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[fake\\_banana's solution](#)

**533.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[fake\\_banana's solution](#)

**534.**

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[fake\\_banana's solution](#)

**535.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-09-15 · last AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[fake\\_banana's solution](#)

**536.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fake\\_banana's solution](#)

**537.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[fake\\_banana's solution](#)

**538.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[fake\\_banana's solution](#)

**539.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[fake\\_banana's solution](#)

**540.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[fake\\_banana's solution](#)

**541.**

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[fake\\_banana's solution](#)

**542.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[fake\\_banana's solution](#)

**543.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-01-16 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[fake\\_banana's solution](#)

**544.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[fake\\_banana's solution](#)

**545.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[fake\\_banana's solution](#)

**546.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[fake\\_banana's solution](#)

**547.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**548.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[fake\\_banana's solution](#)

**549.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-02-28 · last AC: 2025-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[fake\\_banana's solution](#)

**550.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-02-04 · last AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[fake\\_banana's solution](#)

**551.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-07-09 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[fake\\_banana's solution](#)

**552.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)

**553.**

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[fake\\_banana's solution](#)

**554.**

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[fake\\_banana's solution](#)

**555.**

1806F1

[GCD Master \(easy version\) · Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[fake\\_banana's solution](#)

**556.**

1943E1

[MEX Game 2 \(Easy Version\) · Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[fake\\_banana's solution](#)

**557.**

1870F

[Lazy Numbers · Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[fake\\_banana's solution](#)

**558.**

2062F

[Traveling Salescat · Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[fake\\_banana's solution](#)

**559.**

1392G

[Omkar and Pies · Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[fake\\_banana's solution](#)

**560.**

1500D

[Tiles for Bathroom · Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-09-25 · last AC: 2025-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[fake\\_banana's solution](#)

**561.**

1553H

[XOR and Distance · Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, trees

[fake\\_banana's solution](#)

**562.**

1725D

[Deducing Sortability · Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math

[fake\\_banana's solution](#)

**563.**

1221G

[Graph And Numbers · Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[fake\\_banana's solution](#)

**564.**

933D

[A Creative Cutout · Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[fake\\_banana's solution](#)



**565.**

1979F

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

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[fake\\_banana's solution](#)

**566.**

1987G1

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

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-01 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[fake\\_banana's solution](#)

**567.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[fake\\_banana's solution](#)

**568.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fake\\_banana's solution](#)

**569.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[fake\\_banana's solution](#)

**570.**

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[fake\\_banana's solution](#)

**571.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, math

[fake\\_banana's solution](#)

**572.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[fake\\_banana's solution](#)

**573.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[fake\\_banana's solution](#)

**574.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[fake\\_banana's solution](#)

**575.**

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: \*special, geometry, sortings  
[fake\\_banana's solution](#)

**576.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[fake\\_banana's solution](#)

**577.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[fake\\_banana's solution](#)

**578.**

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[fake\\_banana's solution](#)

**579.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[fake\\_banana's solution](#)

**580.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fake\\_banana's solution](#)

**581.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, trees  
[fake\\_banana's solution](#)

**582.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math  
[fake\\_banana's solution](#)

**583.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices  
[fake\\_banana's solution](#)

**584.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[fake\\_banana's solution](#)

**585.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[fake\\_banana's solution](#)

**586.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[fake\\_banana's solution](#)

**587.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[fake\\_banana's solution](#)

**588.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[fake\\_banana's solution](#)

**589.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[fake\\_banana's solution](#)

**590.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)

**591.**

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**592.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[fake\\_banana's solution](#)

**593.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[fake\\_banana's solution](#)

**594.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[fake\\_banana's solution](#)

**595.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[fake\\_banana's solution](#)

**596.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[fake\\_banana's solution](#)

**597.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[fake\\_banana's solution](#)

**598.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[fake\\_banana's solution](#)

**599.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[fake\\_banana's solution](#)

**600.**

1981F

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

Quality: 349 global accepts · Rating: 3000 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[fake\\_banana's solution](#)

**601.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-05-20 · last AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[fake\\_banana's solution](#)

**602.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[fake\\_banana's solution](#)

**603.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[fake\\_banana's solution](#)

**604.**

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[fake\\_banana's solution](#)

**605.**

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[fake\\_banana's solution](#)

**606.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[fake\\_banana's solution](#)

**607.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees

[fake\\_banana's solution](#)

**608.**

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[fake\\_banana's solution](#)

**609.**

1178G

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

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[fake\\_banana's solution](#)

**610.**

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, sortings, trees

[fake\\_banana's solution](#)

**611.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[fake\\_banana's solution](#)

**612.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[fake\\_banana's solution](#)

**613.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[fake\\_banana's solution](#)

**614.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[fake\\_banana's solution](#)

**615.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[fake\\_banana's solution](#)

**616.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[fake\\_banana's solution](#)

**617.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[fake\\_banana's solution](#)

**618.**

356E

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[fake\\_banana's solution](#)

**619.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, shortest paths, strings

[fake\\_banana's solution](#)

**620.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[fake\\_banana's solution](#)

**621.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[fake\\_banana's solution](#)

**622.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[fake\\_banana's solution](#)

**623.**

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[fake\\_banana's solution](#)

**624.**

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[fake\\_banana's solution](#)

**625.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[fake\\_banana's solution](#)

**626.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-10-11 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[fake\\_banana's solution](#)

**627.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[fake\\_banana's solution](#)

**628.**

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[fake\\_banana's solution](#)

**629.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[fake\\_banana's solution](#)

**630.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[fake\\_banana's solution](#)

**631.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees  
[fake\\_banana's solution](#)

**632.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[fake\\_banana's solution](#)

**633.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math  
[fake\\_banana's solution](#)

**634.**

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, matrices  
[fake\\_banana's solution](#)

**635.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees  
[fake\\_banana's solution](#)

**636.**

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[fake\\_banana's solution](#)

**637.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[fake\\_banana's solution](#)

**638.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory  
[fake\\_banana's solution](#)

**639.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy  
[fake\\_banana's solution](#)

**640.**

1383C

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

Quality: 663 global accepts · Rating: 3100 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, trees  
[fake\\_banana's solution](#)

**641.**

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[fake\\_banana's solution](#)

**642.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[fake\\_banana's solution](#)

**643.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[fake\\_banana's solution](#)

**644.**

1930G

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

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[fake\\_banana's solution](#)

**645.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[fake\\_banana's solution](#)

**646.**

2048H

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



Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[fake\\_banana's solution](#)

**647.**

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures  
[fake\\_banana's solution](#)

**648.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings  
[fake\\_banana's solution](#)

**649.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[fake\\_banana's solution](#)

**650.**

2006E

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

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[fake\\_banana's solution](#)

**651.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math  
[fake\\_banana's solution](#)

**652.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[fake\\_banana's solution](#)

**653.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft  
[fake\\_banana's solution](#)

**654.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[fake\\_banana's solution](#)

**655.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive  
[fake\\_banana's solution](#)

**656.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths  
[fake\\_banana's solution](#)

**657.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[fake\\_banana's solution](#)

**658.**

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[fake\\_banana's solution](#)

**659.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[fake\\_banana's solution](#)

**660.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[fake\\_banana's solution](#)

**661.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[fake\\_banana's solution](#)

**662.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[fake\\_banana's solution](#)

**663.**

700D

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

Quality: 526 global accepts · Rating: 3100 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[fake\\_banana's solution](#)

**664.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[fake\\_banana's solution](#)

**665.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**666.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[fake\\_banana's solution](#)

**667.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar

[fake\\_banana's solution](#)

**668.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[fake\\_banana's solution](#)

**669.**

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[fake\\_banana's solution](#)

**670.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[fake\\_banana's solution](#)

**671.**

963E

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

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[fake\\_banana's solution](#)

**672.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**673.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**674.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[fake\\_banana's solution](#)

**675.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry

[fake\\_banana's solution](#)

**676.**

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2024-04-11 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[fake\\_banana's solution](#)

**677.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[fake\\_banana's solution](#)

**678.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math  
[fake\\_banana's solution](#)

**679.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, graphs, trees  
[fake\\_banana's solution](#)

**680.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[fake\\_banana's solution](#)

**681.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive  
[fake\\_banana's solution](#)

**682.**

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation  
[fake\\_banana's solution](#)

**683.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows  
[fake\\_banana's solution](#)

**684.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities  
[fake\\_banana's solution](#)

**685.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices  
[fake\\_banana's solution](#)

**686.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees  
[fake\\_banana's solution](#)

**687.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[fake\\_banana's solution](#)

**688.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, probabilities, trees

[fake\\_banana's solution](#)

**689.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[fake\\_banana's solution](#)

**690.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[fake\\_banana's solution](#)

**691.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[fake\\_banana's solution](#)

**692.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fake\\_banana's solution](#)

**693.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[fake\\_banana's solution](#)

**694.**

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[fake\\_banana's solution](#)

**695.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[fake\\_banana's solution](#)

**696.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[fake\\_banana's solution](#)

**697.**

1598G

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

Quality: 405 global accepts · Rating: 3200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[fake\\_banana's solution](#)

**698.**

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[fake\\_banana's solution](#)

**699.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[fake\\_banana's solution](#)

**700.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[fake\\_banana's solution](#)

**701.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**702.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[fake\\_banana's solution](#)

**703.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-01-28 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[fake\\_banana's solution](#)

**704.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[fake\\_banana's solution](#)

**705.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[fake\\_banana's solution](#)

**706.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fake\\_banana's solution](#)

**707.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[fake\\_banana's solution](#)

**708.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[fake\\_banana's solution](#)

**709.**

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs

[fake\\_banana's solution](#)

**710.**

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[fake\\_banana's solution](#)

**711.**

1477E

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

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[fake\\_banana's solution](#)

**712.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[fake\\_banana's solution](#)

**713.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[fake\\_banana's solution](#)

**714.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[fake\\_banana's solution](#)

**715.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[fake\\_banana's solution](#)

**716.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[fake\\_banana's solution](#)

**717.**

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math

[fake\\_banana's solution](#)

**718.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[fake\\_banana's solution](#)

**719.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[fake\\_banana's solution](#)

**720.**

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[fake\\_banana's solution](#)

**721.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[fake\\_banana's solution](#)

**722.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[fake\\_banana's solution](#)

**723.**

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[fake\\_banana's solution](#)

**724.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures

[fake\\_banana's solution](#)

**725.**

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[fake\\_banana's solution](#)

**726.**

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math

[fake\\_banana's solution](#)

**727.**

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, graphs, math

[fake\\_banana's solution](#)



**728.**

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, trees  
[fake\\_banana's solution](#)

**729.**

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings  
[fake\\_banana's solution](#)

**730.**

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings  
[fake\\_banana's solution](#)

**731.**

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings  
[fake\\_banana's solution](#)

**732.**

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers  
[fake\\_banana's solution](#)

**733.**

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, trees  
[fake\\_banana's solution](#)

**734.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory  
[fake\\_banana's solution](#)

**735.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[fake\\_banana's solution](#)

**736.**

757G

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1819F

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**743.**

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**745.**

1336F

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1648F

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**747.**

1987G2

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1479E

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