

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

<https://cfelitetracker.vercel.app>

Unique solved — farfaryyds1013

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

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

Filters: none

Count: 468

1.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[farfaryyds1013's solution](#)

2.

38A

[Army](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

3.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[farfaryyds1013's solution](#)

4.

2110A

[Fashionable Array](#) · [Tutorial](#)

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[farfaryyds1013's solution](#)

5.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[farfaryyds1013's solution](#)

6.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[farfaryyds1013's solution](#)

7.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[farfaryyds1013's solution](#)

8.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[farfaryyds1013's solution](#)

9.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

10.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[farfaryyds1013's solution](#)

11.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[farfaryyds1013's solution](#)

12.

1569A

[Balanced Substring](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

13.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[farfaryyds1013's solution](#)

14.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[farfaryyds1013's solution](#)

15.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

16.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[farfaryyds1013's solution](#)

17.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,749 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[farfaryyds1013's solution](#)

18.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,318 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[farfaryyds1013's solution](#)

19.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[farfaryyds1013's solution](#)

20.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[farfaryyds1013's solution](#)

21.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[farfaryyds1013's solution](#)

22.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,669 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[farfaryyds1013's solution](#)

23.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[farfaryyds1013's solution](#)

24.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[farfaryyds1013's solution](#)

25.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[farfaryyds1013's solution](#)

26.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[farfaryyds1013's solution](#)

27.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[farfaryyds1013's solution](#)

28.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,032 global accepts · Rating: 800 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[farfaryyds1013's solution](#)

29.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[farfaryyds1013's solution](#)

30.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[farfaryyds1013's solution](#)

31.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[farfaryyds1013's solution](#)

32.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,716 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[farfaryyds1013's solution](#)

33.

1791C

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

Quality: 74,165 global accepts · Rating: 800 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[farfaryyds1013's solution](#)

34.

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[farfaryyds1013's solution](#)

35.

1791A

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

Quality: 80,614 global accepts · Rating: 800 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[farfaryyds1013's solution](#)

36.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,821 global accepts · Rating: 800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[farfaryyds1013's solution](#)

37.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,341 global accepts · Rating: 800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[farfaryyds1013's solution](#)

38.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[farfaryyds1013's solution](#)

39.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,101 global accepts · Rating: 800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[farfaryyds1013's solution](#)

40.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,303 global accepts · Rating: 800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[farfaryyds1013's solution](#)

41.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: strings
[farfaryyds1013's solution](#)

42.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-30 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[farfaryyds1013's solution](#)

43.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-09 · last AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[farfaryyds1013's solution](#)

44.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,457 global accepts · Rating: 800 · first AC: 2023-03-18 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[farfaryyds1013's solution](#)

45.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[farfaryyds1013's solution](#)

46.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[farfaryyds1013's solution](#)

47.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[farfaryyds1013's solution](#)

48.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[farfaryyds1013's solution](#)

49.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[farfaryyds1013's solution](#)

50.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[farfaryyds1013's solution](#)

51.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[farfaryyds1013's solution](#)

52.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings
[farfaryyds1013's solution](#)

53.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[farfaryyds1013's solution](#)

54.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[farfaryyds1013's solution](#)

55.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[farfaryyds1013's solution](#)

56.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[farfaryyds1013's solution](#)

57.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,649 global accepts · Rating: 900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[farfaryyds1013's solution](#)

58.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[farfaryyds1013's solution](#)

59.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[farfaryyds1013's solution](#)

60.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-02 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[farfaryyds1013's solution](#)

61.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[farfaryyds1013's solution](#)

62.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[farfaryyds1013's solution](#)

63.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

64.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[farfaryyds1013's solution](#)

65.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

66.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[farfaryyds1013's solution](#)

67.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[farfaryyds1013's solution](#)

68.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[farfaryyds1013's solution](#)

69.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[farfaryyds1013's solution](#)

70.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[farfaryyds1013's solution](#)

71.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[farfaryds1013's solution](#)

72.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[farfaryds1013's solution](#)

73.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,268 global accepts · Rating: 1000 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[farfaryds1013's solution](#)

74.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[farfaryds1013's solution](#)

75.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[farfaryds1013's solution](#)

76.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-31 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[farfaryds1013's solution](#)

77.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,607 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[farfaryds1013's solution](#)

78.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[farfaryds1013's solution](#)

79.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[farfaryds1013's solution](#)

80.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[farfaryds1013's solution](#)

81.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,866 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[farfaryyds1013's solution](#)

82.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,360 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[farfaryyds1013's solution](#)

83.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,534 global accepts · Rating: 1100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[farfaryyds1013's solution](#)

84.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[farfaryyds1013's solution](#)

85.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[farfaryyds1013's solution](#)

86.

1807G2

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

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[farfaryyds1013's solution](#)

87.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[farfaryyds1013's solution](#)

88.

1791E

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

Quality: 41,286 global accepts · Rating: 1100 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[farfaryyds1013's solution](#)

89.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[farfaryyds1013's solution](#)

90.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[farfaryyds1013's solution](#)

91.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

92.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,493 global accepts · Rating: 1100 · first AC: 2023-05-12 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[farfaryyds1013's solution](#)

93.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · last AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[farfaryyds1013's solution](#)

94.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[farfaryyds1013's solution](#)

95.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2022-05-24 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[farfaryyds1013's solution](#)

96.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[farfaryyds1013's solution](#)

97.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[farfaryyds1013's solution](#)

98.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[farfaryyds1013's solution](#)

99.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[farfaryyds1013's solution](#)

100.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[farfaryyds1013's solution](#)

101.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[farfaryyds1013's solution](#)

102.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[farfaryyds1013's solution](#)

103.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[farfaryyds1013's solution](#)

104.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[farfaryyds1013's solution](#)

105.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[farfaryyds1013's solution](#)

106.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,093 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[farfaryyds1013's solution](#)

107.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[farfaryyds1013's solution](#)

108.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[farfaryyds1013's solution](#)

109.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[farfaryyds1013's solution](#)

110.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,395 global accepts · Rating: 1200 · first AC: 2023-05-12 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[farfaryyds1013's solution](#)

111.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[farfaryyds1013's solution](#)

112.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 1200 · first AC: 2023-02-12 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[farfaryyds1013's solution](#)

113.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-05-25 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[farfaryyds1013's solution](#)

114.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[farfaryyds1013's solution](#)

115.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[farfaryyds1013's solution](#)

116.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[farfaryyds1013's solution](#)

117.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[farfaryyds1013's solution](#)

118.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[farfaryyds1013's solution](#)

119.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[farfaryyds1013's solution](#)

120.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[farfaryyds1013's solution](#)

121.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,275 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[farfaryyds1013's solution](#)

122.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[farfaryyds1013's solution](#)

123.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,431 global accepts · Rating: 1300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[farfaryyds1013's solution](#)

124.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[farfaryyds1013's solution](#)

125.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[farfaryyds1013's solution](#)

126.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1300 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[farfaryyds1013's solution](#)

127.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,775 global accepts · Rating: 1300 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive

[farfaryyds1013's solution](#)

128.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[farfaryyds1013's solution](#)

129.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[farfaryyds1013's solution](#)

130.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[farfaryyds1013's solution](#)

131.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 1300 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[farfaryyds1013's solution](#)

132.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[farfaryyds1013's solution](#)

133.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[farfaryyds1013's solution](#)

134.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[farfaryyds1013's solution](#)

135.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[farfaryyds1013's solution](#)

136.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[farfaryyds1013's solution](#)

137.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[farfaryyds1013's solution](#)

138.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[farfaryyds1013's solution](#)

139.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[farfaryyds1013's solution](#)

140.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[farfaryyds1013's solution](#)

141.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[farfaryyds1013's solution](#)

142.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[farfaryyds1013's solution](#)

143.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[farfaryyds1013's solution](#)

144.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[farfaryyds1013's solution](#)

145.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,947 global accepts · Rating: 1400 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[farfaryyds1013's solution](#)

146.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[farfaryyds1013's solution](#)

147.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[farfaryyds1013's solution](#)

148.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1400 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[farfaryyds1013's solution](#)

149.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,008 global accepts · Rating: 1400 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[farfaryyds1013's solution](#)

150.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[farfaryyds1013's solution](#)

151.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[farfaryyds1013's solution](#)

152.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[farfaryyds1013's solution](#)

153.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp
[farfaryyds1013's solution](#)

154.

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures
[farfaryyds1013's solution](#)

155.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[farfaryyds1013's solution](#)

156.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[farfaryyds1013's solution](#)

157.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[farfaryyds1013's solution](#)

158.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[farfaryyds1013's solution](#)

159.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[farfaryyds1013's solution](#)

160.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[farfaryyds1013's solution](#)

161.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[farfaryyds1013's solution](#)

162.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[farfaryyds1013's solution](#)

163.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1500 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[farfaryyds1013's solution](#)

164.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 1500 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[farfaryyds1013's solution](#)

165.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[farfaryyds1013's solution](#)

166.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[farfaryyds1013's solution](#)

167.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers
[farfaryyds1013's solution](#)

168.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[farfaryyds1013's solution](#)

169.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[farfaryyds1013's solution](#)

170.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[farfaryyds1013's solution](#)

171.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[farfaryyds1013's solution](#)

172.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,796 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[farfaryyds1013's solution](#)

173.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[farfaryyds1013's solution](#)

174.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[farfaryyds1013's solution](#)

175.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[farfaryyds1013's solution](#)

176.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[farfaryyds1013's solution](#)

177.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[farfaryyds1013's solution](#)

178.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[farfaryyds1013's solution](#)

179.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[farfaryyds1013's solution](#)

180.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,128 global accepts · Rating: 1600 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[farfaryyds1013's solution](#)

181.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[farfaryyds1013's solution](#)

182.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · last AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[farfaryyds1013's solution](#)

183.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[farfaryyds1013's solution](#)

184.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[farfaryyds1013's solution](#)

185.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[farfaryyds1013's solution](#)

186.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[farfaryyds1013's solution](#)

187.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[farfaryyds1013's solution](#)

188.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[farfaryyds1013's solution](#)

189.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[farfaryyds1013's solution](#)

190.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[farfaryyds1013's solution](#)

191.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[farfaryyds1013's solution](#)

192.

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[farfaryyds1013's solution](#)

193.

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[farfaryyds1013's solution](#)

194.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[farfaryyds1013's solution](#)

195.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[farfaryyds1013's solution](#)

196.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[farfaryyds1013's solution](#)

197.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[farfaryyds1013's solution](#)

198.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[farfaryyds1013's solution](#)

199.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[farfaryyds1013's solution](#)

200.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,800 global accepts · Rating: 1700 · first AC: 2023-05-20 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[farfaryyds1013's solution](#)

201.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[farfaryyds1013's solution](#)

202.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[farfaryyds1013's solution](#)

203.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[farfaryyds1013's solution](#)

204.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[farfaryyds1013's solution](#)

205.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[farfaryyds1013's solution](#)

206.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[farfaryyds1013's solution](#)

207.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[farfaryyds1013's solution](#)

208.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[farfaryyds1013's solution](#)

209.

706D

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

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, trees

[farfaryyds1013's solution](#)

210.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[farfaryyds1013's solution](#)

211.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[farfaryyds1013's solution](#)

212.

1907F

[Shift and Reverse](#) · Tutorial

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[farfaryyds1013's solution](#)

213.

161D

[Distance in Tree](#) · Tutorial

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[farfaryyds1013's solution](#)

214.

1721D

[Maximum AND](#) · Tutorial

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[farfaryyds1013's solution](#)

215.

1725M

[Moving Both Hands](#) · Tutorial

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[farfaryyds1013's solution](#)

216.

1109B

[Sasha and One More Name](#) · Tutorial

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[farfaryyds1013's solution](#)

217.

1396B

[Stoned Game](#) · Tutorial

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[farfaryyds1013's solution](#)

218.

274B

[Zero Tree](#) · Tutorial

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[farfaryyds1013's solution](#)

219.

148D

[Bag of mice](#) · Tutorial

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[farfaryyds1013's solution](#)

220.

519D

[A and B and Interesting Substrings](#) · Tutorial

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[farfaryyds1013's solution](#)

221.

645D

[Robot Rapping Results Report](#) · Tutorial

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, graphs

[farfaryyds1013's solution](#)

222.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[farfaryyds1013's solution](#)

223.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[farfaryyds1013's solution](#)

224.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[farfaryyds1013's solution](#)

225.

1153D

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

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[farfaryyds1013's solution](#)

226.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[farfaryyds1013's solution](#)

227.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[farfaryyds1013's solution](#)

228.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[farfaryyds1013's solution](#)

229.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[farfaryyds1013's solution](#)

230.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[farfaryyds1013's solution](#)

231.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[farfaryyds1013's solution](#)

232.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[farfaryyds1013's solution](#)

233.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[farfaryyds1013's solution](#)

234.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[farfaryyds1013's solution](#)

235.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[farfaryyds1013's solution](#)

236.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[farfaryyds1013's solution](#)

237.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[farfaryyds1013's solution](#)

238.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[farfaryyds1013's solution](#)

239.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[farfaryyds1013's solution](#)

240.

463C

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

Quality: 9,183 global accepts · Rating: 1900 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[farfaryyds1013's solution](#)

241.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[farfaryyds1013's solution](#)

242.

832D

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[farfaryyds1013's solution](#)

243.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees
[farfaryyds1013's solution](#)

244.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[farfaryyds1013's solution](#)

245.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[farfaryyds1013's solution](#)

246.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths
[farfaryyds1013's solution](#)

247.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy
[farfaryyds1013's solution](#)

248.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[farfaryyds1013's solution](#)

249.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[farfaryyds1013's solution](#)

250.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[farfaryyds1013's solution](#)

251.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[farfaryyds1013's solution](#)

252.

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[farfaryyds1013's solution](#)

253.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[farfaryyds1013's solution](#)

254.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[farfaryyds1013's solution](#)

255.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[farfaryyds1013's solution](#)

256.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[farfaryyds1013's solution](#)

257.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[farfaryyds1013's solution](#)

258.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[farfaryyds1013's solution](#)

259.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-04 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[farfaryyds1013's solution](#)

260.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[farfaryyds1013's solution](#)

261.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, greedy

[farfaryyds1013's solution](#)

262.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[farfaryds1013's solution](#)

263.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[farfaryds1013's solution](#)

264.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[farfaryds1013's solution](#)

265.

920E

[Connected Components? · Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[farfaryds1013's solution](#)

266.

1025D

[Recovering BST · Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory, trees

[farfaryds1013's solution](#)

267.

1185F

[Two Pizzas · Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[farfaryds1013's solution](#)

268.

1106E

[Lunar New Year and Red Envelopes · Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[farfaryds1013's solution](#)

269.

912D

[Fishes · Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[farfaryds1013's solution](#)

270.

1598E

[Staircases · Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[farfaryds1013's solution](#)

271.

1555E

[Boring Segments · Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[farfaryds1013's solution](#)

272.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[farfaryyds1013's solution](#)

273.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[farfaryyds1013's solution](#)

274.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
[farfaryyds1013's solution](#)

275.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math
[farfaryyds1013's solution](#)

276.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[farfaryyds1013's solution](#)

277.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[farfaryyds1013's solution](#)

278.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[farfaryyds1013's solution](#)

279.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees
[farfaryyds1013's solution](#)

280.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs
[farfaryyds1013's solution](#)

281.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[farfaryyds1013's solution](#)

282.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[farfaryyds1013's solution](#)

283.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[farfaryyds1013's solution](#)

284.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[farfaryyds1013's solution](#)

285.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[farfaryyds1013's solution](#)

286.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[farfaryyds1013's solution](#)

287.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[farfaryyds1013's solution](#)

288.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[farfaryyds1013's solution](#)

289.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[farfaryyds1013's solution](#)

290.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[farfaryyds1013's solution](#)

291.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[farfaryyds1013's solution](#)

292.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities
[farfaryyds1013's solution](#)

293.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[farfaryyds1013's solution](#)

294.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[farfaryyds1013's solution](#)

295.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[farfaryyds1013's solution](#)

296.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[farfaryyds1013's solution](#)

297.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[farfaryyds1013's solution](#)

298.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search
[farfaryyds1013's solution](#)

299.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[farfaryyds1013's solution](#)

300.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[farfaryyds1013's solution](#)

301.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[farfaryyds1013's solution](#)

302.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[farfaryyds1013's solution](#)

303.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers
[farfaryyds1013's solution](#)

304.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
[farfaryyds1013's solution](#)

305.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[farfaryyds1013's solution](#)

306.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[farfaryyds1013's solution](#)

307.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[farfaryyds1013's solution](#)

308.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[farfaryyds1013's solution](#)

309.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows
[farfaryyds1013's solution](#)

310.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
[farfaryyds1013's solution](#)

311.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory
[farfaryyds1013's solution](#)

312.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math
[farfaryyds1013's solution](#)

313.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[farfaryyds1013's solution](#)

314.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search
[farfaryyds1013's solution](#)

315.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[farfaryyds1013's solution](#)

316.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[farfaryyds1013's solution](#)

317.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[farfaryyds1013's solution](#)

318.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games
[farfaryyds1013's solution](#)

319.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2023-12-02 · last AC: 2024-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[farfaryyds1013's solution](#)

320.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[farfaryyds1013's solution](#)

321.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[farfaryyds1013's solution](#)

322.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[farfaryyds1013's solution](#)

323.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[farfaryyds1013's solution](#)

324.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[farfaryyds1013's solution](#)

325.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[farfaryyds1013's solution](#)

326.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[farfaryyds1013's solution](#)

327.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[farfaryyds1013's solution](#)

328.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[farfaryyds1013's solution](#)

329.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[farfaryyds1013's solution](#)

330.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[farfaryyds1013's solution](#)

331.

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2023-03-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[farfaryyds1013's solution](#)

332.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[farfaryyds1013's solution](#)

333.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[farfaryyds1013's solution](#)

334.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[farfaryyds1013's solution](#)

335.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[farfaryyds1013's solution](#)

336.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[farfaryyds1013's solution](#)

337.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[farfaryyds1013's solution](#)

338.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[farfaryyds1013's solution](#)

339.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[farfaryyds1013's solution](#)

340.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[farfaryyds1013's solution](#)

341.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
[farfaryyds1013's solution](#)

342.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[farfaryyds1013's solution](#)

343.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, shortest paths
[farfaryyds1013's solution](#)

344.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[farfaryyds1013's solution](#)

345.

1032F

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

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[farfaryyds1013's solution](#)

346.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[farfaryyds1013's solution](#)

347.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[farfaryyds1013's solution](#)

348.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[farfaryyds1013's solution](#)

349.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[farfaryyds1013's solution](#)

350.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[farfaryyds1013's solution](#)

351.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[farfaryyds1013's solution](#)

352.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[farfaryyds1013's solution](#)

353.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers
[farfaryyds1013's solution](#)

354.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[farfaryyds1013's solution](#)

355.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[farfaryyds1013's solution](#)

356.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[farfaryyds1013's solution](#)

357.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures
[farfaryyds1013's solution](#)

358.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[farfaryyds1013's solution](#)

359.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[farfaryyds1013's solution](#)

360.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[farfaryyds1013's solution](#)

361.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
[farfaryyds1013's solution](#)

362.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[farfaryyds1013's solution](#)

363.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,811 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[farfaryyds1013's solution](#)

364.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[farfaryyds1013's solution](#)

365.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[farfaryyds1013's solution](#)

366.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy
[farfaryyds1013's solution](#)

367.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
[farfaryyds1013's solution](#)

368.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[farfaryyds1013's solution](#)

369.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, probabilities, trees
[farfaryyds1013's solution](#)

370.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[farfaryyds1013's solution](#)

371.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math
[farfaryyds1013's solution](#)

372.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
[farfaryyds1013's solution](#)

373.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[farfaryyds1013's solution](#)

374.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[farfaryyds1013's solution](#)

375.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[farfaryyds1013's solution](#)

376.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[farfaryyds1013's solution](#)

377.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[farfaryyds1013's solution](#)

378.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[farfaryyds1013's solution](#)

379.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[farfaryyds1013's solution](#)

380.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[farfaryyds1013's solution](#)

381.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[farfaryyds1013's solution](#)

382.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[farfaryyds1013's solution](#)

383.

55D

[Beautiful numbers](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[farfaryyds1013's solution](#)

384.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[farfaryyds1013's solution](#)

385.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[farfaryyds1013's solution](#)

386.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[farfaryyds1013's solution](#)

387.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[farfaryyds1013's solution](#)

388.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[farfaryyds1013's solution](#)

389.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[farfaryyds1013's solution](#)

390.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees

[farfaryyds1013's solution](#)

391.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[farfaryyds1013's solution](#)

392.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[farfaryyds1013's solution](#)

393.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games
[farfaryds1013's solution](#)

394.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[farfaryds1013's solution](#)

395.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[farfaryds1013's solution](#)

396.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[farfaryds1013's solution](#)

397.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[farfaryds1013's solution](#)

398.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[farfaryds1013's solution](#)

399.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[farfaryds1013's solution](#)

400.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, trees

[farfaryds1013's solution](#)

401.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[farfaryds1013's solution](#)

402.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[farfaryds1013's solution](#)

403.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[farfaryds1013's solution](#)

404.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[farfaryyds1013's solution](#)

405.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[farfaryyds1013's solution](#)

406.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[farfaryyds1013's solution](#)

407.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[farfaryyds1013's solution](#)

408.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[farfaryyds1013's solution](#)

409.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[farfaryyds1013's solution](#)

410.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[farfaryyds1013's solution](#)

411.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[farfaryyds1013's solution](#)

412.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[farfaryyds1013's solution](#)

413.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[farfaryyds1013's solution](#)

414.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[farfaryyds1013's solution](#)

415.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[farfaryyds1013's solution](#)

416.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[farfaryyds1013's solution](#)

417.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[farfaryyds1013's solution](#)

418.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[farfaryyds1013's solution](#)

419.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[farfaryyds1013's solution](#)

420.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[farfaryyds1013's solution](#)

421.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[farfaryyds1013's solution](#)

422.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[farfaryyds1013's solution](#)

423.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[farfaryyds1013's solution](#)

424.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities
[farfaryyds1013's solution](#)

425.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[farfaryyds1013's solution](#)

426.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2022-07-13 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[farfaryyds1013's solution](#)

427.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities
[farfaryyds1013's solution](#)

428.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[farfaryyds1013's solution](#)

429.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[farfaryyds1013's solution](#)

430.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, trees
[farfaryyds1013's solution](#)

431.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[farfaryyds1013's solution](#)

432.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[farfaryyds1013's solution](#)

433.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[farfaryyds1013's solution](#)

434.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-02-19 · last AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows

[farfaryyds1013's solution](#)

435.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[farfaryyds1013's solution](#)

436.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[farfaryyds1013's solution](#)

437.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[farfaryyds1013's solution](#)

438.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[farfaryyds1013's solution](#)

439.

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[farfaryyds1013's solution](#)

440.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[farfaryyds1013's solution](#)

441.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-04-01 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[farfaryyds1013's solution](#)

442.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[farfaryyds1013's solution](#)

443.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[farfaryyds1013's solution](#)

444.

1178G

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

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar
[farfaryyds1013's solution](#)

445.

1569F

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

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[farfaryyds1013's solution](#)

446.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[farfaryyds1013's solution](#)

447.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[farfaryyds1013's solution](#)

448.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[farfaryyds1013's solution](#)

449.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[farfaryyds1013's solution](#)

450.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[farfaryyds1013's solution](#)

451.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[farfaryyds1013's solution](#)

452.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[farfaryyds1013's solution](#)

453.

1598G

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

Quality: 405 global accepts · Rating: 3200 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[farfaryyds1013's solution](#)

454.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees
[farfaryyds1013's solution](#)

455.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[farfaryyds1013's solution](#)

456.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[farfaryyds1013's solution](#)

457.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[farfaryyds1013's solution](#)

458.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[farfaryyds1013's solution](#)

459.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy

[farfaryyds1013's solution](#)

460.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[farfaryyds1013's solution](#)

461.

843D

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

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[farfaryyds1013's solution](#)

462.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[farfaryyds1013's solution](#)

463.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[farfaryyds1013's solution](#)

464.

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[farfaryyds1013's solution](#)

465.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[farfaryyds1013's solution](#)

466.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[farfaryyds1013's solution](#)

467.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[farfaryyds1013's solution](#)

468.

100418D

[BOPC](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[farfaryyds1013's solution](#)