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Unique solved — gevenfeng

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1.

2178A

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2.

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3.

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4.

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5.

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6.

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7.

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8.

2152A

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9.

2151A

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10.

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11.

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13.

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47.

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48.

1988B

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1988A

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1972B

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6A

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10A

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1742C

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2164B

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57.

1979B

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62.

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66.

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67.

1994B

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68.

1743C

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69.

1176B

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70.

6B

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71.

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72.

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73.

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1105A

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76.

1742D

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77.

2178C

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78.

2136C

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79.

2134B

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80.

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81.

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82.

2113B

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83.

2118B

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84.

1990B

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1983B
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1979C
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2165A
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95.

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96.

2152B

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97.

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98.

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99.

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Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[gevenfeng's solution](#)

100.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[gevenfeng's solution](#)

101.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[gevenfeng's solution](#)

102.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[gevenfeng's solution](#)

103.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math
[gevenfeng's solution](#)

104.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[gevenfeng's solution](#)

105.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gevenfeng's solution](#)

106.

862B

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

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[gevenfeng's solution](#)

107.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[gevenfeng's solution](#)

108.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[gevenfeng's solution](#)

109.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gevenfeng's solution](#)

110.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[gevenfeng's solution](#)

111.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,263 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[gevenfeng's solution](#)

112.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[gevenfeng's solution](#)

113.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gevenfeng's solution](#)

114.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[gevenfeng's solution](#)

115.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[gevenfeng's solution](#)

116.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[gevenfeng's solution](#)

117.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[gevenfeng's solution](#)

118.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[gevenfeng's solution](#)

119.

1983C

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

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[gevenfeng's solution](#)

120.

1972C

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

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

121.

1972D1

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

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

122.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[gevenfeng's solution](#)

123.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[gevenfeng's solution](#)

124.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[gevenfeng's solution](#)

125.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[gevenfeng's solution](#)

126.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[gevenfeng's solution](#)

127.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[gevenfeng's solution](#)

128.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gevenfeng's solution](#)

129.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[gevenfeng's solution](#)

130.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2022-12-25 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[gevenfeng's solution](#)

131.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gevenfeng's solution](#)

132.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gevenfeng's solution](#)

133.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gevenfeng's solution](#)

134.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gevenfeng's solution](#)

135.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[gevenfeng's solution](#)

136.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[gevenfeng's solution](#)

137.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gevenfeng's solution](#)

138.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[gevenfeng's solution](#)

139.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[gevenfeng's solution](#)

140.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[gevenfeng's solution](#)

141.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[gevenfeng's solution](#)

142.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[gevenfeng's solution](#)

143.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[gevenfeng's solution](#)

144.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[gevenfeng's solution](#)

145.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[gevenfeng's solution](#)

146.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[gevenfeng's solution](#)

147.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[gevenfeng's solution](#)

148.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[gevenfeng's solution](#)

149.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[gevenfeng's solution](#)

150.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-12-25 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[gevenfeng's solution](#)

151.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[gevenfeng's solution](#)

152.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[gevenfeng's solution](#)

153.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[gevenfeng's solution](#)

154.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[gevenfeng's solution](#)

155.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gevenfeng's solution](#)

156.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[gevenfeng's solution](#)

157.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gevenfeng's solution](#)

158.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gevenfeng's solution](#)

159.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[gevenfeng's solution](#)

160.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,846 global accepts · Rating: 1600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[gevenfeng's solution](#)

161.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[gevenfeng's solution](#)

162.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[gevenfeng's solution](#)

163.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[gevenfeng's solution](#)

164.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gevenfeng's solution](#)

165.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-12-25 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[gevenfeng's solution](#)

166.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[gevenfeng's solution](#)

167.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[gevenfeng's solution](#)

168.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gevenfeng's solution](#)

169.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[gevenfeng's solution](#)

170.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[gevenfeng's solution](#)

171.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[gevenfeng's solution](#)

172.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[gevenfeng's solution](#)

173.

2136D

[For the Champion](#) · [Tutorial](#)

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

[gevenfeng's solution](#)

174.

2124D

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

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[gevenfeng's solution](#)

175.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute

force, dfs and similar, dp, graphs, implementation, number theory

[gevenfeng's solution](#)

176.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[gevenfeng's solution](#)

177.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[gevenfeng's solution](#)

178.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[gevenfeng's solution](#)

179.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[gevenfeng's solution](#)

180.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[gevenfeng's solution](#)

181.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[gevenfeng's solution](#)

182.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2023-05-16 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[gevenfeng's solution](#)

183.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[gevenfeng's solution](#)

184.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[gevenfeng's solution](#)

185.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[gevenfeng's solution](#)

186.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[gevenfeng's solution](#)

187.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[gevenfeng's solution](#)

188.

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[gevenfeng's solution](#)

189.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[gevenfeng's solution](#)

190.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gevenfeng's solution](#)

191.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gevenfeng's solution](#)

192.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[gevenfeng's solution](#)

193.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[gevenfeng's solution](#)

194.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2024-01-03 · last AC: 2024-01-03 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math, ternary search

[gevenfeng's solution](#)

195.

220B

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

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840B

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288.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[gevenfeng's solution](#)

289.

702E

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

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[gevenfeng's solution](#)

290.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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291.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[gevenfeng's solution](#)

292.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[gevenfeng's solution](#)

293.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[gevenfeng's solution](#)

294.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[gevenfeng's solution](#)

295.

12E

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Quality: 1,452 global accepts · Rating: 2100 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[gevenfeng's solution](#)

296.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[gevenfeng's solution](#)

297.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[gevenfeng's solution](#)

298.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[gevenfeng's solution](#)

299.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[gevenfeng's solution](#)

300.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gevenfeng's solution](#)

301.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[gevenfeng's solution](#)

302.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[gevenfeng's solution](#)

303.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[gevenfeng's solution](#)

304.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[gevenfeng's solution](#)

305.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[gevenfeng's solution](#)

306.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[gevenfeng's solution](#)

307.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[gevenfeng's solution](#)

308.

178F2

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

Quality: 384 global accepts · Rating: 2200 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[gevenfeng's solution](#)

309.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[gevenfeng's solution](#)

310.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[gevenfeng's solution](#)

311.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[gevenfeng's solution](#)

312.

1811G2

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

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[gevenfeng's solution](#)

313.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[gevenfeng's solution](#)

314.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[gevenfeng's solution](#)

315.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[gevenfeng's solution](#)

316.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[gevenfeng's solution](#)

317.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gevenfeng's solution](#)

318.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[gevenfeng's solution](#)

319.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[gevenfeng's solution](#)

320.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[gevenfeng's solution](#)

321.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[gevenfeng's solution](#)

322.

1607G

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

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[gevenfeng's solution](#)

323.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[gevenfeng's solution](#)

324.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gevenfeng's solution](#)

325.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[gevenfeng's solution](#)

326.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[gevenfeng's solution](#)

327.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[gevenfeng's solution](#)

328.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[gevenfeng's solution](#)

329.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[gevenfeng's solution](#)

330.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[gevenfeng's solution](#)

331.

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math

[gevenfeng's solution](#)

332.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[gevenfeng's solution](#)

333.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[gevenfeng's solution](#)

334.

2124F1

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

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[gevenfeng's solution](#)

335.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-02-23 · last AC: 2024-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[gevenfeng's solution](#)

336.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gevenfeng's solution](#)

337.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[gevenfeng's solution](#)

338.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[gevenfeng's solution](#)

339.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
[gevenfeng's solution](#)

340.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
[gevenfeng's solution](#)

341.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[gevenfeng's solution](#)

342.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[gevenfeng's solution](#)

343.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[gevenfeng's solution](#)

344.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[gevenfeng's solution](#)

345.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[gevenfeng's solution](#)

346.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[gevenfeng's solution](#)

347.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[gevenfeng's solution](#)

348.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[gevenfeng's solution](#)

349.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[gevenfeng's solution](#)

350.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[gevenfeng's solution](#)

351.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[gevenfeng's solution](#)

352.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[gevenfeng's solution](#)

353.

713C

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

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[gevenfeng's solution](#)

354.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[gevenfeng's solution](#)

355.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[gevenfeng's solution](#)

356.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs,

greedy, sortings, trees

[gevenfeng's solution](#)

357.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[gevenfeng's solution](#)

358.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: strings

[gevenfeng's solution](#)

359.

869E

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

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[gevenfeng's solution](#)

360.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[gevenfeng's solution](#)

361.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[gevenfeng's solution](#)

362.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2024-03-07 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[gevenfeng's solution](#)

363.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[gevenfeng's solution](#)

364.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[gevenfeng's solution](#)

365.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[gevenfeng's solution](#)

366.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[gevenfeng's solution](#)

367.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[gevenfeng's solution](#)

368.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[gevenfeng's solution](#)

369.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[gevenfeng's solution](#)

370.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[gevenfeng's solution](#)

371.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[gevenfeng's solution](#)

372.

2160G1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

[gevenfeng's solution](#)

373.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[gevenfeng's solution](#)

374.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[gevenfeng's solution](#)

375.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[gevenfeng's solution](#)

376.

2136F2

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

Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[gevenfeng's solution](#)

377.

1838E

[Count Supersequences · Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[gevenfeng's solution](#)

378.

1922F

[Replace on Segment · Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings
[gevenfeng's solution](#)

379.

697F

[Legen... · Tutorial](#)

Rating: 2500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings
[gevenfeng's solution](#)

380.

1418G

[Three Occurrences · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[gevenfeng's solution](#)

381.

1492E

[Almost Fault-Tolerant Database · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[gevenfeng's solution](#)

382.

835F

[Roads in the Kingdom · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[gevenfeng's solution](#)

383.

875F

[Royal Questions · Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[gevenfeng's solution](#)

384.

1691F

[K-Set Tree · Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[gevenfeng's solution](#)

385.

1521D

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[gevenfeng's solution](#)

386.

23C

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

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[gevenfeng's solution](#)

387.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[gevenfeng's solution](#)

388.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[gevenfeng's solution](#)

389.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[gevenfeng's solution](#)

390.

2006D

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

Quality: 982 global accepts · Rating: 2600 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[gevenfeng's solution](#)

391.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[gevenfeng's solution](#)

392.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[gevenfeng's solution](#)

393.

2151G1

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

Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math

[gevenfeng's solution](#)

394.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[gevenfeng's solution](#)

395.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

combinatorics, dp, math

[gevenfeng's solution](#)

396.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[gevenfeng's solution](#)

397.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[gevenfeng's solution](#)

398.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gevenfeng's solution](#)

399.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[gevenfeng's solution](#)

400.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory

[gevenfeng's solution](#)

401.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[gevenfeng's solution](#)

402.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[gevenfeng's solution](#)

403.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-04-01 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[gevenfeng's solution](#)

404.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[gevenfeng's solution](#)

405.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[gevenfeng's solution](#)

406.

2151F

[Attraction Theory · Tutorial](#)

Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[gevenfeng's solution](#)

407.

1730F

[Almost Sorted · Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[gevenfeng's solution](#)

408.

932F

[Escape Through Leaf · Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[gevenfeng's solution](#)

409.

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[gevenfeng's solution](#)

410.

1525F

[Goblins And Gnomes · Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, flows, graph matchings

[gevenfeng's solution](#)

411.

2157G

[Isaac's Queries · Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[gevenfeng's solution](#)

412.

2151G2

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

Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[gevenfeng's solution](#)

413.

1827D

[Two Centroids · Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[gevenfeng's solution](#)

414.

1830D

[Mex Tree · Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[gevenfeng's solution](#)

415.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[gevenfeng's solution](#)

416.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[gevenfeng's solution](#)

417.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[gevenfeng's solution](#)

418.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[gevenfeng's solution](#)

419.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[gevenfeng's solution](#)

420.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[gevenfeng's solution](#)

421.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[gevenfeng's solution](#)

422.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2026-01-16 · last AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[gevenfeng's solution](#)

423.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[gevenfeng's solution](#)

424.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[gevenfeng's solution](#)

425.

2164F2

[Chain Prefix Rank \(Hard Version\) · Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[gevenfeng's solution](#)

426.

2145G

[Cost of Coloring · Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[gevenfeng's solution](#)

427.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[gevenfeng's solution](#)

428.

2153F

[Odd Queries on Odd Array · Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[gevenfeng's solution](#)

429.

1667D

[Edge Elimination · Tutorial](#)

Quality: 810 global accepts · Rating: 2900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[gevenfeng's solution](#)

430.

896D

[Nephren Runs a Cinema · Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2024-03-26 · last AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[gevenfeng's solution](#)

431.

1198F

[GCD Groups 2 · Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[gevenfeng's solution](#)

432.

364D

[Ghd · Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[gevenfeng's solution](#)

433.

2150F

[Cycle Closing · Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[gevenfeng's solution](#)

434.

526F

[Pudding Monsters · Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[gevenfeng's solution](#)

435.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[gevenfeng's solution](#)

436.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2025-02-24 · last AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[gevenfeng's solution](#)

437.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[gevenfeng's solution](#)

438.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[gevenfeng's solution](#)

439.

1163F

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

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[gevenfeng's solution](#)

440.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-06 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[gevenfeng's solution](#)

441.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[gevenfeng's solution](#)

442.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[gevenfeng's solution](#)

443.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[gevenfeng's solution](#)

444.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[gevenfeng's solution](#)

445.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[gevenfeng's solution](#)

446.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[gevenfeng's solution](#)

447.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[gevenfeng's solution](#)

448.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[gevenfeng's solution](#)

449.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[gevenfeng's solution](#)

450.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[gevenfeng's solution](#)

451.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[gevenfeng's solution](#)

452.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[gevenfeng's solution](#)

453.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy, implementation

[gevenfeng's solution](#)

454.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory

[gevenfeng's solution](#)

455.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[gevenfeng's solution](#)

456.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[gevenfeng's solution](#)

457.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[gevenfeng's solution](#)

458.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[gevenfeng's solution](#)

459.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[gevenfeng's solution](#)

460.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[gevenfeng's solution](#)

461.

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[gevenfeng's solution](#)

462.

105257J

[Prime Guess II](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[gevenfeng's solution](#)

463.

102394H

[Highway Buses](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[gevenfeng's solution](#)

464.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[gevenfeng's solution](#)

465.

103117E

[Don't Really Like How The Story Ends](#) · Tutorial

Rating: — · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[gevenfeng's solution](#)

466.

104976G

[Snake Move](#) · Tutorial

Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[gevenfeng's solution](#)

467.

102174J

[Nurid](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[gevenfeng's solution](#)