

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

<https://cfelitetracker.vercel.app>

# Unique solved — gshbholanath19

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

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

Filters: none

Count: 742

1.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[gshbholanath19's solution](#)

2.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,191 global accepts · Rating: 800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)  
[gshbholanath19's solution](#)

3.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)  
[gshbholanath19's solution](#)

4.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)  
[gshbholanath19's solution](#)

5.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [strings](#)  
[gshbholanath19's solution](#)

6.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: [geometry](#), [implementation](#)  
[gshbholanath19's solution](#)

7.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,194 global accepts · Rating: 800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)  
[gshbholanath19's solution](#)

8.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,983 global accepts · Rating: 800 · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: [math](#)  
[gshbholanath19's solution](#)

9.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#)  
[gshbholanath19's solution](#)

10.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[gshbholanath19's solution](#)

**11.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[gshbholanath19's solution](#)

**12.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[gshbholanath19's solution](#)

**13.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2026-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings  
[gshbholanath19's solution](#)

**14.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[gshbholanath19's solution](#)

**15.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[gshbholanath19's solution](#)

**16.**

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[gshbholanath19's solution](#)

**17.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: two pointers  
[gshbholanath19's solution](#)

**18.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2026-04-23 · PyPy 3-64 (first AC) · Tags: implementation, math, strings  
[gshbholanath19's solution](#)

**19.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[gshbholanath19's solution](#)

**20.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[gshbholanath19's solution](#)

- 21.**  
1902A  
[Binary Imbalance](#) · [Tutorial](#)  
Quality: 23,256 global accepts · Rating: 800 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[gshbholanath19's solution](#)
- 22.**  
1996B  
[Scale](#) · [Tutorial](#)  
Quality: 36,912 global accepts · Rating: 800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[gshbholanath19's solution](#)
- 23.**  
1996A  
[Legs](#) · [Tutorial](#)  
Quality: 57,379 global accepts · Rating: 800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search  
[gshbholanath19's solution](#)
- 24.**  
2003B  
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)  
Quality: 27,528 global accepts · Rating: 800 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[gshbholanath19's solution](#)
- 25.**  
2003A  
[Turtle and Good Strings](#) · [Tutorial](#)  
Quality: 32,664 global accepts · Rating: 800 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[gshbholanath19's solution](#)
- 26.**  
1934A  
[Too Min Too Max](#) · [Tutorial](#)  
Quality: 27,263 global accepts · Rating: 800 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)
- 27.**  
2132A  
[Homework](#) · [Tutorial](#)  
Quality: 43,341 global accepts · Rating: 800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[gshbholanath19's solution](#)
- 28.**  
1987A  
[Upload More RAM](#) · [Tutorial](#)  
Quality: 28,992 global accepts · Rating: 800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)
- 29.**  
1920A  
[Satisfying Constraints](#) · [Tutorial](#)  
Quality: 29,556 global accepts · Rating: 800 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[gshbholanath19's solution](#)
- 30.**  
1921B  
[Arranging Cats](#) · [Tutorial](#)  
Quality: 36,575 global accepts · Rating: 800 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[gshbholanath19's solution](#)
- 31.**  
1921A  
[Square](#) · [Tutorial](#)  
Quality: 49,593 global accepts · Rating: 800 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)

**32.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[gshbholanath19's solution](#)

**33.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,420 global accepts · Rating: 800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[gshbholanath19's solution](#)

**34.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,047 global accepts · Rating: 800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[gshbholanath19's solution](#)

**35.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gshbholanath19's solution](#)

**36.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: implementation

[gshbholanath19's solution](#)

**37.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gshbholanath19's solution](#)

**38.**

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 800 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[gshbholanath19's solution](#)

**39.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gshbholanath19's solution](#)

**40.**

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,767 global accepts · Rating: 800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[gshbholanath19's solution](#)

**41.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,626 global accepts · Rating: 800 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[gshbholanath19's solution](#)

**42.**

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,900 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, math

[gshbholanath19's solution](#)

- 43.**  
2218B  
[The 67th 6-7 Integer Problem · Tutorial](#)  
Quality: 33,666 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)
- 44.**  
2218C  
[The 67th Permutation Problem · Tutorial](#)  
Quality: 26,416 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[gshbholanath19's solution](#)
- 45.**  
2002A  
[Distanced Coloring · Tutorial](#)  
Quality: 21,314 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[gshbholanath19's solution](#)
- 46.**  
2104A  
[Three Decks · Tutorial](#)  
Quality: 26,306 global accepts · Rating: 800 · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: math  
[gshbholanath19's solution](#)
- 47.**  
2126B  
[No Casino in the Mountains · Tutorial](#)  
Quality: 37,694 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[gshbholanath19's solution](#)
- 48.**  
2126A  
[Only One Digit · Tutorial](#)  
Quality: 51,084 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[gshbholanath19's solution](#)
- 49.**  
2125A  
[Difficult Contest · Tutorial](#)  
Quality: 27,979 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[gshbholanath19's solution](#)
- 50.**  
2119A  
[Add or XOR · Tutorial](#)  
Quality: 27,200 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[gshbholanath19's solution](#)
- 51.**  
2123A  
[Blackboard Game · Tutorial](#)  
Quality: 41,691 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: math  
[gshbholanath19's solution](#)
- 52.**  
2123B  
[Tournament · Tutorial](#)  
Quality: 34,911 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[gshbholanath19's solution](#)
- 53.**  
2124A  
[Deranged Deletions · Tutorial](#)  
Quality: 19,197 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[gshbholanath19's solution](#)

**54.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[gshbholanath19's solution](#)

**55.**

2211A

[Antimedial Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: implementation, math  
[gshbholanath19's solution](#)

**56.**

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[gshbholanath19's solution](#)

**57.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,282 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[gshbholanath19's solution](#)

**58.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[gshbholanath19's solution](#)

**59.**

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[gshbholanath19's solution](#)

**60.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[gshbholanath19's solution](#)

**61.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[gshbholanath19's solution](#)

**62.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[gshbholanath19's solution](#)

**63.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[gshbholanath19's solution](#)

**64.**

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**65.**

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[gshbholanath19's solution](#)

**66.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[gshbholanath19's solution](#)

**67.**

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,740 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[gshbholanath19's solution](#)

**68.**

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,540 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**69.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[gshbholanath19's solution](#)

**70.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gshbholanath19's solution](#)

**71.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gshbholanath19's solution](#)

**72.**

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gshbholanath19's solution](#)

**73.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gshbholanath19's solution](#)

**74.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gshbholanath19's solution](#)

**75.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,872 global accepts · Rating: 800 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[gshbholanath19's solution](#)

**76.**

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-10 · PyPy 3-64 (first AC) · Tags: greedy, strings

[gshbholanath19's solution](#)

**77.**

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**78.**

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[gshbholanath19's solution](#)

**79.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[gshbholanath19's solution](#)

**80.**

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[gshbholanath19's solution](#)

**81.**

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[gshbholanath19's solution](#)

**82.**

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: math

[gshbholanath19's solution](#)

**83.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gshbholanath19's solution](#)

**84.**

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,420 global accepts · Rating: 800 · first AC: 2026-03-03 · PyPy 3-64 (first AC) · Tags: math, strings

[gshbholanath19's solution](#)

**85.**

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,337 global accepts · Rating: 800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[gshbholanath19's solution](#)

**86.**

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[gshbholanath19's solution](#)

**87.**

2184A

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

Quality: 38,084 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[gshbholanath19's solution](#)

**88.**

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[gshbholanath19's solution](#)

**89.**

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gshbholanath19's solution](#)

**90.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: brute force

[gshbholanath19's solution](#)

**91.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[gshbholanath19's solution](#)

**92.**

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: brute force, strings

[gshbholanath19's solution](#)

**93.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,780 global accepts · Rating: 800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gshbholanath19's solution](#)

**94.**

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,448 global accepts · Rating: 800 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: math, number theory

[gshbholanath19's solution](#)

**95.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[gshbholanath19's solution](#)

**96.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[gshbholanath19's solution](#)

**97.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[gshbholanath19's solution](#)

**98.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[gshbholanath19's solution](#)

**99.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,379 global accepts · Rating: 900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[gshbholanath19's solution](#)

**100.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[gshbholanath19's solution](#)

**101.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math  
[gshbholanath19's solution](#)

**102.**

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 900 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math  
[gshbholanath19's solution](#)

**103.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)

**104.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)

**105.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[gshbholanath19's solution](#)

**106.**

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[gshbholanath19's solution](#)

**107.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: math, number theory

[gshbholanath19's solution](#)

**108.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,500 global accepts · Rating: 900 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gshbholanath19's solution](#)

**109.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**110.**

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: strings

[gshbholanath19's solution](#)

**111.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,711 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[gshbholanath19's solution](#)

**112.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[gshbholanath19's solution](#)

**113.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[gshbholanath19's solution](#)

**114.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,855 global accepts · Rating: 900 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[gshbholanath19's solution](#)

**115.**

2203B

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

Quality: 14,289 global accepts · Rating: 1000 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[gshbholanath19's solution](#)

**116.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[gshbholanath19's solution](#)

**117.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2026-04-23 · PyPy 3-64 (first AC) · Tags: data structures, strings

[gshbholanath19's solution](#)

**118.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gshbholanath19's solution](#)

**119.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**120.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[gshbholanath19's solution](#)

**121.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[gshbholanath19's solution](#)

**122.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: strings

[gshbholanath19's solution](#)

**123.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gshbholanath19's solution](#)

**124.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[gshbholanath19's solution](#)

**125.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[gshbholanath19's solution](#)

**126.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[gshbholanath19's solution](#)

**127.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**128.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[gshbholanath19's solution](#)

**129.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gshbholanath19's solution](#)

**130.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gshbholanath19's solution](#)

**131.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gshbholanath19's solution](#)

**132.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[gshbholanath19's solution](#)

**133.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gshbholanath19's solution](#)

**134.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[gshbholanath19's solution](#)

**135.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,012 global accepts · Rating: 1000 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**136.**

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[gshbholanath19's solution](#)

**137.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1000 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[gshbholanath19's solution](#)

**138.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[gshbholanath19's solution](#)

**139.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gshbholanath19's solution](#)

**140.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[gshbholanath19's solution](#)

**141.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[gshbholanath19's solution](#)

**142.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2026-04-21 · Kotlin 2.2 (first AC) · Tags: binary search, brute force, greedy

[gshbholanath19's solution](#)

**143.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[gshbholanath19's solution](#)

**144.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[gshbholanath19's solution](#)

**145.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gshbholanath19's solution](#)

**146.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[gshbholanath19's solution](#)

**147.**

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,409 global accepts · Rating: 1100 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gshbholanath19's solution](#)

**148.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[gshbholanath19's solution](#)

**149.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[gshbholanath19's solution](#)

**150.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[gshbholanath19's solution](#)

**151.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,623 global accepts · Rating: 1100 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math  
[gshbholanath19's solution](#)

**152.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2026-03-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers  
[gshbholanath19's solution](#)

**153.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[gshbholanath19's solution](#)

**154.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[gshbholanath19's solution](#)

**155.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings  
[gshbholanath19's solution](#)

**156.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[gshbholanath19's solution](#)

**157.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs  
[gshbholanath19's solution](#)

**158.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy  
[gshbholanath19's solution](#)

**159.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)

**160.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[gshbholanath19's solution](#)

**161.**

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2026-03-03 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings  
[gshbholanath19's solution](#)

**162.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math  
[gshbholanath19's solution](#)

**163.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[gshbholanath19's solution](#)

**164.**

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[gshbholanath19's solution](#)

**165.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math  
[gshbholanath19's solution](#)

**166.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers  
[gshbholanath19's solution](#)

**167.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,527 global accepts · Rating: 1100 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[gshbholanath19's solution](#)

**168.**

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: implementation, schedules, sortings, two pointers  
[gshbholanath19's solution](#)

**169.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[gshbholanath19's solution](#)

**170.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[gshbholanath19's solution](#)

**171.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[gshbholanath19's solution](#)

**172.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[gshbholanath19's solution](#)

**173.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[gshbholanath19's solution](#)

**174.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2026-04-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

[gshbholanath19's solution](#)

**175.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gshbholanath19's solution](#)

**176.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[gshbholanath19's solution](#)

**177.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[gshbholanath19's solution](#)

**178.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[gshbholanath19's solution](#)

**179.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gshbholanath19's solution](#)

**180.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[gshbholanath19's solution](#)

**181.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[gshbholanath19's solution](#)

**182.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[gshbholanath19's solution](#)

**183.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[gshbholanath19's solution](#)

**184.**

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1200 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[gshbholanath19's solution](#)

**185.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[gshbholanath19's solution](#)

**186.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[gshbholanath19's solution](#)

**187.**

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[gshbholanath19's solution](#)

**188.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[gshbholanath19's solution](#)

**189.**

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[gshbholanath19's solution](#)

**190.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[gshbholanath19's solution](#)

**191.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory  
[gshbholanath19's solution](#)

**192.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[gshbholanath19's solution](#)

**193.**

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[gshbholanath19's solution](#)

**194.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2026-03-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[gshbholanath19's solution](#)

**195.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,288 global accepts · Rating: 1200 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)

**196.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2026-02-22 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp  
[gshbholanath19's solution](#)

**197.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy  
[gshbholanath19's solution](#)

**198.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[gshbholanath19's solution](#)

**199.**

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: games, greedy, math  
[gshbholanath19's solution](#)

**200.**

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math  
[gshbholanath19's solution](#)

**201.**

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[gshbholanath19's solution](#)

**202.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[gshbholanath19's solution](#)

**203.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[gshbholanath19's solution](#)

**204.**

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[gshbholanath19's solution](#)

**205.**

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[gshbholanath19's solution](#)

**206.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[gshbholanath19's solution](#)

**207.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[gshbholanath19's solution](#)

**208.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[gshbholanath19's solution](#)

**209.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[gshbholanath19's solution](#)

**210.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[gshbholanath19's solution](#)

**211.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[gshbholanath19's solution](#)

**212.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers  
[gshbholanath19's solution](#)

**213.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[gshbholanath19's solution](#)

**214.**

2118C

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

Quality: 18,478 global accepts · Rating: 1300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math  
[gshbholanath19's solution](#)

**215.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation  
[gshbholanath19's solution](#)

**216.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms  
[gshbholanath19's solution](#)

**217.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[gshbholanath19's solution](#)

**218.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[gshbholanath19's solution](#)

**219.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[gshbholanath19's solution](#)

**220.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation  
[gshbholanath19's solution](#)

**221.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[gshbholanath19's solution](#)

**222.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[gshbholanath19's solution](#)

### 223.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: bitmasks

[gshbholanath19's solution](#)

### 224.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[gshbholanath19's solution](#)

### 225.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2026-03-03 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[gshbholanath19's solution](#)

### 226.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,247 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[gshbholanath19's solution](#)

### 227.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[gshbholanath19's solution](#)

### 228.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[gshbholanath19's solution](#)

### 229.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[gshbholanath19's solution](#)

### 230.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: math

[gshbholanath19's solution](#)

### 231.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[gshbholanath19's solution](#)

### 232.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[gshbholanath19's solution](#)

**233.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[gshbholanath19's solution](#)

**234.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation, math

[gshbholanath19's solution](#)

**235.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,545 global accepts · Rating: 1400 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[gshbholanath19's solution](#)

**236.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[gshbholanath19's solution](#)

**237.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[gshbholanath19's solution](#)

**238.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gshbholanath19's solution](#)

**239.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: data structures, graphs, greedy, trees

[gshbholanath19's solution](#)

**240.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[gshbholanath19's solution](#)

**241.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[gshbholanath19's solution](#)

**242.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[gshbholanath19's solution](#)

**243.**

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[gshbholanath19's solution](#)

**244.**

1903C

[Theofanis' Nightmare · Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[gshbholanath19's solution](#)

**245.**

1965A

[Everything Nim · Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings  
[gshbholanath19's solution](#)

**246.**

2104D

[Array and GCD · Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[gshbholanath19's solution](#)

**247.**

2123E

[MEX Count · Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[gshbholanath19's solution](#)

**248.**

2120C

[Divine Tree · Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[gshbholanath19's solution](#)

**249.**

2111D

[Creating a Schedule · Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[gshbholanath19's solution](#)

**250.**

2114D

[Come a Little Closer · Tutorial](#)

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[gshbholanath19's solution](#)

**251.**

2209C

[Find the Zero · Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive  
[gshbholanath19's solution](#)

**252.**

2110C

[Racing · Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[gshbholanath19's solution](#)

**253.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[gshbholanath19's solution](#)

**254.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[gshbholanath19's solution](#)

**255.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[gshbholanath19's solution](#)

**256.**

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[gshbholanath19's solution](#)

**257.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[gshbholanath19's solution](#)

**258.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[gshbholanath19's solution](#)

**259.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[gshbholanath19's solution](#)

**260.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1400 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[gshbholanath19's solution](#)

**261.**

2157C

[Maximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gshbholanath19's solution](#)

**262.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[gshbholanath19's solution](#)

**263.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[gshbholanath19's solution](#)

**264.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[gshbholanath19's solution](#)

**265.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[gshbholanath19's solution](#)

**266.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[gshbholanath19's solution](#)

**267.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[gshbholanath19's solution](#)

**268.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[gshbholanath19's solution](#)

**269.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[gshbholanath19's solution](#)

**270.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[gshbholanath19's solution](#)

**271.**

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: 1500 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees

[gshbholanath19's solution](#)

**272.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[gshbholanath19's solution](#)

**273.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[gshbholanath19's solution](#)

**274.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[gshbholanath19's solution](#)

**275.**

2146D1

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

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[gshbholanath19's solution](#)

**276.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[gshbholanath19's solution](#)

**277.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[gshbholanath19's solution](#)

**278.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[gshbholanath19's solution](#)

**279.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[gshbholanath19's solution](#)

**280.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[gshbholanath19's solution](#)

**281.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[gshbholanath19's solution](#)

**282.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[gshbholanath19's solution](#)

**283.**

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[gshbholanath19's solution](#)

**284.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[gshbholanath19's solution](#)

**285.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers  
[gshbholanath19's solution](#)

**286.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math  
[gshbholanath19's solution](#)

**287.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math  
[gshbholanath19's solution](#)

**288.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[gshbholanath19's solution](#)

**289.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, math  
[gshbholanath19's solution](#)

**290.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[gshbholanath19's solution](#)

**291.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[gshbholanath19's solution](#)

**292.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[gshbholanath19's solution](#)

**293.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-10 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[gshbholanath19's solution](#)

**294.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math  
[gshbholanath19's solution](#)

**295.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees  
[gshbholanath19's solution](#)

**296.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[gshbholanath19's solution](#)

**297.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[gshbholanath19's solution](#)

**298.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[gshbholanath19's solution](#)

**299.**

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory  
[gshbholanath19's solution](#)

**300.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation  
[gshbholanath19's solution](#)

**301.**

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory  
[gshbholanath19's solution](#)

**302.**

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive  
[gshbholanath19's solution](#)

**303.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[gshbholanath19's solution](#)

**304.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[gshbholanath19's solution](#)

**305.**

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[gshbholanath19's solution](#)

**306.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gshbholanath19's solution](#)

**307.**

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[gshbholanath19's solution](#)

**308.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[gshbholanath19's solution](#)

**309.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[gshbholanath19's solution](#)

**310.**

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[gshbholanath19's solution](#)

**311.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[gshbholanath19's solution](#)

**312.**

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[gshbholanath19's solution](#)

**313.**

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[gshbholanath19's solution](#)

**314.**

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[gshbholanath19's solution](#)

**315.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[gshbholanath19's solution](#)

**316.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[gshbholanath19's solution](#)

**317.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[gshbholanath19's solution](#)

**318.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[gshbholanath19's solution](#)

**319.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[gshbholanath19's solution](#)

**320.**

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[gshbholanath19's solution](#)

**321.**

2160D

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

Rating: 1700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[gshbholanath19's solution](#)

**322.**

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[gshbholanath19's solution](#)

**323.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[gshbholanath19's solution](#)

**324.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[gshbholanath19's solution](#)

**325.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[gshbholanath19's solution](#)

**326.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[gshbholanath19's solution](#)

**327.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[gshbholanath19's solution](#)

**328.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[gshbholanath19's solution](#)

**329.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[gshbholanath19's solution](#)

**330.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[gshbholanath19's solution](#)

**331.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[gshbholanath19's solution](#)

**332.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[gshbholanath19's solution](#)

**333.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[gshbholanath19's solution](#)

**334.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[gshbholanath19's solution](#)

**335.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[gshbholanath19's solution](#)

**336.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[gshbholanath19's solution](#)

**337.**

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,620 global accepts · Rating: 1800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: implementation, math

[gshbholanath19's solution](#)

**338.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, greedy

[gshbholanath19's solution](#)

**339.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[gshbholanath19's solution](#)

**340.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[gshbholanath19's solution](#)

**341.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[gshbholanath19's solution](#)

**342.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gshbholanath19's solution](#)

**343.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[gshbholanath19's solution](#)

**344.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[gshbholanath19's solution](#)

**345.**

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[gshbholanath19's solution](#)

**346.**

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[gshbholanath19's solution](#)

**347.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[gshbholanath19's solution](#)

**348.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[gshbholanath19's solution](#)

**349.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[gshbholanath19's solution](#)

**350.**

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[gshbholanath19's solution](#)

**351.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[gshbholanath19's solution](#)

**352.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math  
[gshbholanath19's solution](#)

**353.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[gshbholanath19's solution](#)

**354.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[gshbholanath19's solution](#)

**355.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[gshbholanath19's solution](#)

**356.**

2197E1

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

Rating: 1800 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
[gshbholanath19's solution](#)

**357.**

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[gshbholanath19's solution](#)

**358.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing  
[gshbholanath19's solution](#)

**359.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees  
[gshbholanath19's solution](#)

**360.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation  
[gshbholanath19's solution](#)

**361.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math  
[gshbholanath19's solution](#)

**362.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[gshbholanath19's solution](#)

**363.**

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[gshbholanath19's solution](#)

**364.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[gshbholanath19's solution](#)

**365.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[gshbholanath19's solution](#)

**366.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[gshbholanath19's solution](#)

**367.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[gshbholanath19's solution](#)

**368.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[gshbholanath19's solution](#)

**369.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[gshbholanath19's solution](#)

**370.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[gshbholanath19's solution](#)

**371.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[gshbholanath19's solution](#)

**372.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[gshbholanath19's solution](#)

**373.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[gshbholanath19's solution](#)

**374.**

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 1900 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[gshbholanath19's solution](#)

**375.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[gshbholanath19's solution](#)

**376.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[gshbholanath19's solution](#)

**377.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math

[gshbholanath19's solution](#)

**378.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[gshbholanath19's solution](#)

**379.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[gshbholanath19's solution](#)

**380.**

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[gshbholanath19's solution](#)

**381.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[gshbholanath19's solution](#)

**382.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gshbholanath19's solution](#)

**383.**

2138B

[Antiamuny Wants to Learn Swap · Tutorial](#)

Quality: 5,332 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[gshbholanath19's solution](#)

**384.**

2156D

[Find the Last Number · Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gshbholanath19's solution](#)

**385.**

2200F

[Moclear Reactor 2 · Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[gshbholanath19's solution](#)

**386.**

2154D

[Catshock · Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[gshbholanath19's solution](#)

**387.**

2173D

[Taiga's Carry Chains · Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[gshbholanath19's solution](#)

**388.**

2157E

[Adjusting Drones · Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[gshbholanath19's solution](#)

**389.**

2184F

[Cherry Tree · Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[gshbholanath19's solution](#)

**390.**

2184G

[Nastiness of Segments · Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[gshbholanath19's solution](#)

**391.**

2189D1

[Little String \(Easy Version\) · Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[gshbholanath19's solution](#)

**392.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[gshbholanath19's solution](#)

**393.**

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[gshbholanath19's solution](#)

**394.**

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[gshbholanath19's solution](#)

**395.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[gshbholanath19's solution](#)

**396.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[gshbholanath19's solution](#)

**397.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[gshbholanath19's solution](#)

**398.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers  
[gshbholanath19's solution](#)

**399.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[gshbholanath19's solution](#)

**400.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings  
[gshbholanath19's solution](#)

**401.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math  
[gshbholanath19's solution](#)

**402.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[gshbholanath19's solution](#)

**403.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[gshbholanath19's solution](#)

**404.**

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[gshbholanath19's solution](#)

**405.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gshbholanath19's solution](#)

**406.**

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[gshbholanath19's solution](#)

**407.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[gshbholanath19's solution](#)

**408.**

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[gshbholanath19's solution](#)

**409.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[gshbholanath19's solution](#)

**410.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[gshbholanath19's solution](#)

**411.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[gshbholanath19's solution](#)

**412.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[gshbholanath19's solution](#)

**413.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, math, sortings

[gshbholanath19's solution](#)

**414.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, implementation

[gshbholanath19's solution](#)

**415.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[gshbholanath19's solution](#)

**416.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[gshbholanath19's solution](#)

**417.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[gshbholanath19's solution](#)

**418.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[gshbholanath19's solution](#)

**419.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[gshbholanath19's solution](#)

**420.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gshbholanath19's solution](#)

**421.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[gshbholanath19's solution](#)

**422.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gshbholanath19's solution](#)

**423.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[gshbholanath19's solution](#)

**424.**

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[gshbholanath19's solution](#)

**425.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[gshbholanath19's solution](#)

**426.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[gshbholanath19's solution](#)

**427.**

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[gshbholanath19's solution](#)

**428.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[gshbholanath19's solution](#)

**429.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[gshbholanath19's solution](#)

**430.**

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[gshbholanath19's solution](#)

**431.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[gshbholanath19's solution](#)

**432.**

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[gshbholanath19's solution](#)

**433.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[gshbholanath19's solution](#)

**434.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[gshbholanath19's solution](#)

**435.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[gshbholanath19's solution](#)

**436.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[gshbholanath19's solution](#)

**437.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[gshbholanath19's solution](#)

**438.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[gshbholanath19's solution](#)

**439.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[gshbholanath19's solution](#)

**440.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[gshbholanath19's solution](#)

**441.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[gshbholanath19's solution](#)

**442.**

1926F

[Vlad and Avoiding X](#) · Tutorial

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[gshbholanath19's solution](#)

**443.**

2203E

[Probabilistic Card Game](#) · Tutorial

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[gshbholanath19's solution](#)

**444.**

1918E

[ace5 and Task Order](#) · Tutorial

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[gshbholanath19's solution](#)

**445.**

2000H

[Ksyusha and the Loaded Set](#) · Tutorial

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[gshbholanath19's solution](#)

**446.**

1996G

[Penacony](#) · Tutorial

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[gshbholanath19's solution](#)

**447.**

1921G

[Mischievous Shooter](#) · Tutorial

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[gshbholanath19's solution](#)

**448.**

2039E

[Shohag Loves Inversions](#) · Tutorial

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[gshbholanath19's solution](#)

**449.**

2137G

[Cry Me a River](#) · Tutorial

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, graphs

[gshbholanath19's solution](#)

**450.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[gshbholanath19's solution](#)

**451.**

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[gshbholanath19's solution](#)

**452.**

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[gshbholanath19's solution](#)

**453.**

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[gshbholanath19's solution](#)

**454.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[gshbholanath19's solution](#)

**455.**

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[gshbholanath19's solution](#)

**456.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[gshbholanath19's solution](#)

**457.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[gshbholanath19's solution](#)

**458.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[gshbholanath19's solution](#)

**459.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[gshbholanath19's solution](#)

**460.**

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[gshbholanath19's solution](#)

**461.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation

[gshbholanath19's solution](#)

**462.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[gshbholanath19's solution](#)

**463.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[gshbholanath19's solution](#)

**464.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[gshbholanath19's solution](#)

**465.**

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[gshbholanath19's solution](#)

**466.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[gshbholanath19's solution](#)

**467.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[gshbholanath19's solution](#)

**468.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[gshbholanath19's solution](#)

**469.**

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[gshbholanath19's solution](#)

**470.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[gshbholanath19's solution](#)

**471.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gshbholanath19's solution](#)

**472.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[gshbholanath19's solution](#)

**473.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[gshbholanath19's solution](#)

**474.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[gshbholanath19's solution](#)

**475.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[gshbholanath19's solution](#)

**476.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[gshbholanath19's solution](#)

**477.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[gshbholanath19's solution](#)

**478.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[gshbholanath19's solution](#)

**479.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[gshbholanath19's solution](#)

**480.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[gshbholanath19's solution](#)

**481.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp  
[gshbholanath19's solution](#)

**482.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers  
[gshbholanath19's solution](#)

**483.**

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[gshbholanath19's solution](#)

**484.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search  
[gshbholanath19's solution](#)

**485.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings  
[gshbholanath19's solution](#)

**486.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation  
[gshbholanath19's solution](#)

**487.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing  
[gshbholanath19's solution](#)

**488.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive  
[gshbholanath19's solution](#)

**489.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[gshbholanath19's solution](#)

**490.**

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math  
[gshbholanath19's solution](#)

**491.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees  
[gshbholanath19's solution](#)

**492.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[gshbholanath19's solution](#)

**493.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, graphs, trees

[gshbholanath19's solution](#)

**494.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[gshbholanath19's solution](#)

**495.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[gshbholanath19's solution](#)

**496.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[gshbholanath19's solution](#)

**497.**

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[gshbholanath19's solution](#)

**498.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[gshbholanath19's solution](#)

**499.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[gshbholanath19's solution](#)

**500.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[gshbholanath19's solution](#)

**501.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive  
[gshbholanath19's solution](#)

**502.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices  
[gshbholanath19's solution](#)

**503.**

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[gshbholanath19's solution](#)

**504.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[gshbholanath19's solution](#)

**505.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[gshbholanath19's solution](#)

**506.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[gshbholanath19's solution](#)

**507.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[gshbholanath19's solution](#)

**508.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[gshbholanath19's solution](#)

**509.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory  
[gshbholanath19's solution](#)

**510.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings  
[gshbholanath19's solution](#)

**511.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[gshbholanath19's solution](#)

**512.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[gshbholanath19's solution](#)

**513.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[gshbholanath19's solution](#)

**514.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[gshbholanath19's solution](#)

**515.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[gshbholanath19's solution](#)

**516.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[gshbholanath19's solution](#)

**517.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[gshbholanath19's solution](#)

**518.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[gshbholanath19's solution](#)

**519.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[gshbholanath19's solution](#)

**520.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[gshbholanath19's solution](#)

**521.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[gshbholanath19's solution](#)

**522.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gshbholanath19's solution](#)

**523.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[gshbholanath19's solution](#)

**524.**

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[gshbholanath19's solution](#)

**525.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[gshbholanath19's solution](#)

**526.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[gshbholanath19's solution](#)

**527.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**528.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[gshbholanath19's solution](#)

**529.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[gshbholanath19's solution](#)

**530.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[gshbholanath19's solution](#)

**531.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[gshbholanath19's solution](#)

**532.**

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[gshbholanath19's solution](#)

**533.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[gshbholanath19's solution](#)

**534.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[gshbholanath19's solution](#)

**535.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[gshbholanath19's solution](#)

**536.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[gshbholanath19's solution](#)

**537.**

2159D1

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

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[gshbholanath19's solution](#)

**538.**

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[gshbholanath19's solution](#)

**539.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[gshbholanath19's solution](#)

**540.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[gshbholanath19's solution](#)

**541.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[gshbholanath19's solution](#)

**542.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[gshbholanath19's solution](#)

**543.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[gshbholanath19's solution](#)

**544.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[gshbholanath19's solution](#)

**545.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gshbholanath19's solution](#)

**546.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer

[gshbholanath19's solution](#)

**547.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2026-04-12 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[gshbholanath19's solution](#)

**548.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[gshbholanath19's solution](#)

**549.**

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[gshbholanath19's solution](#)

**550.**

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math,

number theory

[gshbholanath19's solution](#)

**551.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[gshbholanath19's solution](#)

**552.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[gshbholanath19's solution](#)

**553.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs

[gshbholanath19's solution](#)

**554.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[gshbholanath19's solution](#)

**555.**

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[gshbholanath19's solution](#)

**556.**

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[gshbholanath19's solution](#)

**557.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[gshbholanath19's solution](#)

**558.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[gshbholanath19's solution](#)

**559.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[gshbholanath19's solution](#)

**560.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[gshbholanath19's solution](#)

**561.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[gshbholanath19's solution](#)

**562.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[gshbholanath19's solution](#)

**563.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[gshbholanath19's solution](#)

**564.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[gshbholanath19's solution](#)

**565.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[gshbholanath19's solution](#)

**566.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gshbholanath19's solution](#)

**567.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gshbholanath19's solution](#)

**568.**

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[gshbholanath19's solution](#)

**569.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[gshbholanath19's solution](#)

**570.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[gshbholanath19's solution](#)

### 571.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[gshbholanath19's solution](#)

### 572.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[gshbholanath19's solution](#)

### 573.

2115C

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

Quality: 913 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[gshbholanath19's solution](#)

### 574.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[gshbholanath19's solution](#)

### 575.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[gshbholanath19's solution](#)

### 576.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gshbholanath19's solution](#)

### 577.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[gshbholanath19's solution](#)

### 578.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[gshbholanath19's solution](#)

### 579.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[gshbholanath19's solution](#)

### 580.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[gshbholanath19's solution](#)

**581.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[gshbholanath19's solution](#)

**582.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[gshbholanath19's solution](#)

**583.**

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[gshbholanath19's solution](#)

**584.**

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[gshbholanath19's solution](#)

**585.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[gshbholanath19's solution](#)

**586.**

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[gshbholanath19's solution](#)

**587.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[gshbholanath19's solution](#)

**588.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[gshbholanath19's solution](#)

**589.**

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[gshbholanath19's solution](#)

**590.**

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer,

interactive, math, probabilities

[gshbholanath19's solution](#)

**591.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[gshbholanath19's solution](#)

**592.**

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[gshbholanath19's solution](#)

**593.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[gshbholanath19's solution](#)

**594.**

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[gshbholanath19's solution](#)

**595.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[gshbholanath19's solution](#)

**596.**

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[gshbholanath19's solution](#)

**597.**

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[gshbholanath19's solution](#)

**598.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[gshbholanath19's solution](#)

**599.**

1987G1

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

Quality: 344 global accepts · Rating: 2900 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[gshbholanath19's solution](#)

**600.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gshbholanath19's solution](#)

**601.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[gshbholanath19's solution](#)

**602.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[gshbholanath19's solution](#)

**603.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[gshbholanath19's solution](#)

**604.**

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[gshbholanath19's solution](#)

**605.**

2115D

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

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[gshbholanath19's solution](#)

**606.**

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[gshbholanath19's solution](#)

**607.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[gshbholanath19's solution](#)

**608.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[gshbholanath19's solution](#)

**609.**

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[gshbholanath19's solution](#)

**610.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[gshbholanath19's solution](#)

**611.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[gshbholanath19's solution](#)

**612.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees  
[gshbholanath19's solution](#)

**613.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[gshbholanath19's solution](#)

**614.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory  
[gshbholanath19's solution](#)

**615.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees  
[gshbholanath19's solution](#)

**616.**

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp  
[gshbholanath19's solution](#)

**617.**

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math  
[gshbholanath19's solution](#)

**618.**

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths  
[gshbholanath19's solution](#)

**619.**

2129E

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

Quality: 476 global accepts · Rating: 3000 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings  
[gshbholanath19's solution](#)

**620.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees  
[gshbholanath19's solution](#)

**621.**

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: data structures, greedy, trees  
[gshbholanath19's solution](#)

**622.**

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory  
[gshbholanath19's solution](#)

**623.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory  
[gshbholanath19's solution](#)

**624.**

1937F

[Bitwise Paradox](#) · [Tutorial](#)

Rating: 3100 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers  
[gshbholanath19's solution](#)

**625.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities  
[gshbholanath19's solution](#)

**626.**

2006E

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

Quality: 318 global accepts · Rating: 3100 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[gshbholanath19's solution](#)

**627.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[gshbholanath19's solution](#)

**628.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games  
[gshbholanath19's solution](#)

**629.**

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[gshbholanath19's solution](#)

**630.**

2089C2

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

Quality: 260 global accepts · Rating: 3100 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[gshbholanath19's solution](#)

**631.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees  
[gshbholanath19's solution](#)

**632.**

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees  
[gshbholanath19's solution](#)

**633.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees  
[gshbholanath19's solution](#)

**634.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[gshbholanath19's solution](#)

**635.**

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory  
[gshbholanath19's solution](#)

**636.**

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory  
[gshbholanath19's solution](#)

**637.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory  
[gshbholanath19's solution](#)

**638.**

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation  
[gshbholanath19's solution](#)

**639.**

2089D

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

Quality: 188 global accepts · Rating: 3200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[gshbholanath19's solution](#)

**640.**

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[gshbholanath19's solution](#)

**641.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[gshbholanath19's solution](#)

**642.**

2159D2

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

Quality: 395 global accepts · Rating: 3200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[gshbholanath19's solution](#)

**643.**

2180F2

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

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[gshbholanath19's solution](#)

**644.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[gshbholanath19's solution](#)

**645.**

2066F

[Curse](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[gshbholanath19's solution](#)

**646.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[gshbholanath19's solution](#)

**647.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[gshbholanath19's solution](#)

**648.**

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[gshbholanath19's solution](#)

**649.**

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gshbholanath19's solution](#)

**650.**

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[gshbholanath19's solution](#)

**651.**

2147I1

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

Quality: 134 global accepts · Rating: 3300 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gshbholanath19's solution](#)

**652.**

2135E1

[Beyond the Palindrome \(Easy Version\) · Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[gshbholanath19's solution](#)

**653.**

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[gshbholanath19's solution](#)

**654.**

2190G

[Maximize Determinant · Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[gshbholanath19's solution](#)

**655.**

2190F

[Xor Product · Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[gshbholanath19's solution](#)

**656.**

2002G

[Lattice Optimizing · Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle  
[gshbholanath19's solution](#)

**657.**

2124H

[Longest Good Subsequence · Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees  
[gshbholanath19's solution](#)

**658.**

2127G1

[Inter Active \(Easy Version\) · Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities  
[gshbholanath19's solution](#)

**659.**

2180H1

[Bug Is Feature \(Unconditional Version\) · Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games  
[gshbholanath19's solution](#)

**660.**

2013F2

[Game in Tree \(Hard Version\) · Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees  
[gshbholanath19's solution](#)

**661.**

1994H

[Fortnite · Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings  
[gshbholanath19's solution](#)

**662.**

1924F

[Anti-Proxy Attendance · Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[gshbholanath19's solution](#)

**663.**

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[gshbholanath19's solution](#)

**664.**

1987G2

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

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[gshbholanath19's solution](#)

**665.**

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[gshbholanath19's solution](#)

**666.**

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[gshbholanath19's solution](#)

**667.**

2039G

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

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[gshbholanath19's solution](#)

**668.**

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[gshbholanath19's solution](#)

**669.**

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[gshbholanath19's solution](#)

**670.**

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[gshbholanath19's solution](#)

**671.**

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[gshbholanath19's solution](#)

**672.**

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[gshbholanath19's solution](#)

**673.**

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, trees  
[gshbholanath19's solution](#)

**674.**

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs  
[gshbholanath19's solution](#)

**675.**

2115F1

[Gellyfish and Lycoris Radiata \(Easy Version\)](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[gshbholanath19's solution](#)

**676.**

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[gshbholanath19's solution](#)

**677.**

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive  
[gshbholanath19's solution](#)

**678.**

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive  
[gshbholanath19's solution](#)

**679.**

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities  
[gshbholanath19's solution](#)

**680.**

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation  
[gshbholanath19's solution](#)

**681.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs  
[gshbholanath19's solution](#)

**682.**

2147I2

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

Quality: 104 global accepts · Rating: 3500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[gshbholanath19's solution](#)

**683.**

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees  
[gshbholanath19's solution](#)

**684.**

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[gshbholanath19's solution](#)

**685.**

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry  
[gshbholanath19's solution](#)

**686.**

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules  
[gshbholanath19's solution](#)

**687.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[gshbholanath19's solution](#)

**688.**

2159E

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

Quality: 201 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle  
[gshbholanath19's solution](#)

**689.**

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math  
[gshbholanath19's solution](#)

**690.**

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games  
[gshbholanath19's solution](#)

**691.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[gshbholanath19's solution](#)

**692.**

2183I2

[Pairs Flipping \(Hard Version\)](#) · [Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[gshbholanath19's solution](#)

**693.**

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[gshbholanath19's solution](#)

**694.**

2187G

[Many Cartesian Trees](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees  
[gshbholanath19's solution](#)

**695.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp  
[gshbholanath19's solution](#)

**696.**

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 954 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[gshbholanath19's solution](#)

**697.**

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math  
[gshbholanath19's solution](#)

**698.**

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[gshbholanath19's solution](#)

**699.**

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,073 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[gshbholanath19's solution](#)

**700.**

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers  
[gshbholanath19's solution](#)

**701.**

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[gshbholanath19's solution](#)

**702.**

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,076 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[gshbholanath19's solution](#)

**703.**

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,475 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[gshbholanath19's solution](#)

**704.**

2226F

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

Quality: 181 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[gshbholanath19's solution](#)

**705.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers  
[gshbholanath19's solution](#)

**706.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[gshbholanath19's solution](#)

**707.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,482 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers  
[gshbholanath19's solution](#)

**708.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[gshbholanath19's solution](#)

**709.**

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[gshbholanath19's solution](#)

**710.**

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[gshbholanath19's solution](#)

**711.**

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees  
[gshbholanath19's solution](#)

**712.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation  
[gshbholanath19's solution](#)

**713.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[gshbholanath19's solution](#)

**714.**

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings  
[gshbholanath19's solution](#)

**715.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[gshbholanath19's solution](#)

**716.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[gshbholanath19's solution](#)

**717.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[gshbholanath19's solution](#)

**718.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory

[gshbholanath19's solution](#)

**719.**

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[gshbholanath19's solution](#)

**720.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[gshbholanath19's solution](#)

**721.**

2225D

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

Quality: 6,606 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[gshbholanath19's solution](#)

**722.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,329 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[gshbholanath19's solution](#)

**723.**

2225B

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

Quality: 14,135 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[gshbholanath19's solution](#)

**724.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: — · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math

[gshbholanath19's solution](#)

**725.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[gshbholanath19's solution](#)

**726.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[gshbholanath19's solution](#)

**727.**

2219B2

[Unique Values \(Hard version\) · Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[gshbholanath19's solution](#)

**728.**

2219C

[Coloring a Red Black Tree · Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[gshbholanath19's solution](#)

**729.**

2219D

[MEX Replacement on Tree · Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[gshbholanath19's solution](#)

**730.**

2219E

[Weird Chessboard · Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[gshbholanath19's solution](#)

**731.**

2214A

[Odd One Out · Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation

[gshbholanath19's solution](#)

**732.**

2214B

[Are You Smiling? · Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: \*special, strings

[gshbholanath19's solution](#)

**733.**

2214C

[And? · Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks

[gshbholanath19's solution](#)

**734.**

2214D

[Neural Feud · Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[gshbholanath19's solution](#)

**735.**

2214E

[Shortest Paths · Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, shortest paths

[gshbholanath19's solution](#)

**736.**

2214F

[Numbers · Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[gshbholanath19's solution](#)

**737.**

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, communication  
[gshbholanath19's solution](#)

**738.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special  
[gshbholanath19's solution](#)

**739.**

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special  
[gshbholanath19's solution](#)

**740.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, games, interactive  
[gshbholanath19's solution](#)

**741.**

2207H1

[Bowser's Castle \(Easy Version\)](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees  
[gshbholanath19's solution](#)

**742.**

2207H2

[Bowser's Castle \(Medium Version\)](#) · [Tutorial](#)

Quality: 39 global accepts · Rating: — · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers  
[gshbholanath19's solution](#)