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Unique solved — hhoppitree

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

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

Filters: none

Count: 1,180

1.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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2.

2163A

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3.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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4.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

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5.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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6.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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

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7.

2061A

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8.

2057A

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9.

2053A

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10.

1579A

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11.

999A

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12.

363A

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13.

1676A

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14.

1658A

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15.

2013A

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16.

1883A

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17.

1702A

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18.

1353A

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[hhopitree's solution](#)

19.

1400A

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Quality: 27,967 global accepts · Rating: 800 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[hhopitree's solution](#)

20.

794A

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Quality: 7,774 global accepts · Rating: 800 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
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21.

1551A

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Quality: 58,353 global accepts · Rating: 800 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[hhoopitree's solution](#)

22.

443A

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

Quality: 112,038 global accepts · Rating: 800 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
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23.

1594A

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24.

1741B

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25.

1108A

[Two distinct points](#) · [Tutorial](#)

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[hhoopitree's solution](#)

26.

716A

[Crazy Computer](#) · [Tutorial](#)

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27.

1915B

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[hhoopitree's solution](#)

28.

1930A

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[hhoopitree's solution](#)

29.

1433B

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30.

1884A

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31.

1734A

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32.

1750B

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33.

1750A

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[hoppitree's solution](#)

34.

1879A

[Rigged!](#) · [Tutorial](#)

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1877A

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36.

609A

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37.

1764A

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38.

1799A

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39.

1863A

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40.

1323A

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implementation

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41.

520A

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42.

1556A

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43.

1728A

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44.

1814A

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[hoppitree's solution](#)

45.

1047A

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Quality: 21,285 global accepts · Rating: 800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: math

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46.

1804A

[Lame King](#) · [Tutorial](#)

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[hoppitree's solution](#)

47.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[hoppitree's solution](#)

48.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

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[hoppitree's solution](#)

49.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

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50.

1369A

[FashionableLee](#) · [Tutorial](#)

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51.

1358A

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[hoppitree's solution](#)

52.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
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53.

1566A

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[hoppitree's solution](#)

54.

1747A

[Two Groups](#) · [Tutorial](#)

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55.

1656A

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[hoppitree's solution](#)

56.

1698B

[Rising Sand](#) · [Tutorial](#)

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[hoppitree's solution](#)

57.

1698A

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58.

1704A

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59.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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60.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

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[hoppitree's solution](#)

61.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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62.

1672A

[Log Chopping](#) · [Tutorial](#)

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63.

1654B

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64.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[hoppitree's solution](#)

65.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

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[hoppitree's solution](#)

66.

1740A

[Factorise N+M](#) · [Tutorial](#)

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67.

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-09-25 · last AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

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68.

1649A

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Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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69.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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70.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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71.

1583A

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Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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72.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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73.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math
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74.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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75.

1539B

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76.

1492A

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[hoppitree's solution](#)

77.

1445A

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[hoppitree's solution](#)

78.

1435A

[Finding Sasuke](#) · [Tutorial](#)

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[hoppitree's solution](#)

79.

1421A

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Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math
[hoppitree's solution](#)

80.

1428A

[Box is Pull](#) · [Tutorial](#)

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[hoppitree's solution](#)

81.

1426A

[Floor Number](#) · [Tutorial](#)

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[hoppitree's solution](#)

82.

1371A

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Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-01 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math
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83.

1351A

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Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: implementation
[hhopitree's solution](#)

84.

9A

[Die Roll](#) · [Tutorial](#)

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[hhopitree's solution](#)

85.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: math
[hhopitree's solution](#)

86.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: brute force, math
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87.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
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88.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · last AC: 2020-03-08 · GNU C++11 (first AC) · Tags: implementation
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89.

1307A

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90.

1311A

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91.

1315A

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Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: implementation
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92.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

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93.

2062B

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94.

2013B

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

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95.

1879B

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96.

1764B

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97.

598A

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Quality: 32,215 global accepts · Rating: 900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[hhoopitree's solution](#)

98.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[hhoopitree's solution](#)

99.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[hhoopitree's solution](#)

100.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-05 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[hhoopitree's solution](#)

101.

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-09-25 · last AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hhoopitree's solution](#)

102.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[hhoopitree's solution](#)

103.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[hhoppitree's solution](#)

104.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: implementation
[hhoppitree's solution](#)

105.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, math
[hhoppitree's solution](#)

106.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[hhoppitree's solution](#)

107.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · last AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math
[hhoppitree's solution](#)

108.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · last AC: 2020-04-29 · GNU C++11 (first AC) · Tags: math
[hhoppitree's solution](#)

109.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, geometry
[hhoppitree's solution](#)

110.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: implementation, math
[hhoppitree's solution](#)

111.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: greedy
[hhoppitree's solution](#)

112.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[hhoppitree's solution](#)

113.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[hhoppitree's solution](#)

114.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[hhoopitree's solution](#)

115.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[hhoopitree's solution](#)

116.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[hhoopitree's solution](#)

117.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[hhoopitree's solution](#)

118.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[hhoopitree's solution](#)

119.

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[hhoopitree's solution](#)

120.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[hhoopitree's solution](#)

121.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2020-03-04 · last AC: 2022-12-28 · GNU C++11 (first AC) · Tags: math

[hhoopitree's solution](#)

122.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hhoopitree's solution](#)

123.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[hhoopitree's solution](#)

124.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[hoppitree's solution](#)

125.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math
[hoppitree's solution](#)

126.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[hoppitree's solution](#)

127.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[hoppitree's solution](#)

128.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[hoppitree's solution](#)

129.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[hoppitree's solution](#)

130.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[hoppitree's solution](#)

131.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[hoppitree's solution](#)

132.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[hoppitree's solution](#)

133.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[hoppitree's solution](#)

134.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[hoppitree's solution](#)

135.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[hoppitree's solution](#)

136.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[hoppitree's solution](#)

137.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[hoppitree's solution](#)

138.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · last AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[hoppitree's solution](#)

139.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[hoppitree's solution](#)

140.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
[hoppitree's solution](#)

141.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hoppitree's solution](#)

142.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hoppitree's solution](#)

143.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[hoppitree's solution](#)

144.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-01 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hhoopitree's solution](#)

145.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,400 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[hhoopitree's solution](#)

146.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[hhoopitree's solution](#)

147.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: —

[hhoopitree's solution](#)

148.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[hhoopitree's solution](#)

149.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[hhoopitree's solution](#)

150.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: math

[hhoopitree's solution](#)

151.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[hhoopitree's solution](#)

152.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[hhoopitree's solution](#)

153.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[hhoopitree's solution](#)

154.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[hoppitree's solution](#)

155.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[hoppitree's solution](#)

156.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hoppitree's solution](#)

157.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[hoppitree's solution](#)

158.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-05 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[hoppitree's solution](#)

159.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[hoppitree's solution](#)

160.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[hoppitree's solution](#)

161.

1679B

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

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[hoppitree's solution](#)

162.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-05-10 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[hoppitree's solution](#)

163.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[hoppitree's solution](#)

164.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[hoppitree's solution](#)

165.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: greedy, sortings
[hhoopitree's solution](#)

166.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-03-31 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings
[hhoopitree's solution](#)

167.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, implementation
[hhoopitree's solution](#)

168.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation
[hhoopitree's solution](#)

169.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[hhoopitree's solution](#)

170.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hhoopitree's solution](#)

171.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math
[hhoopitree's solution](#)

172.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[hhoopitree's solution](#)

173.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[hhoopitree's solution](#)

174.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, sortings
[hhoopitree's solution](#)

175.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: greedy

[hoppitree's solution](#)

176.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[hoppitree's solution](#)

177.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[hoppitree's solution](#)

178.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hoppitree's solution](#)

179.

1879C

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

Quality: 27,110 global accepts · Rating: 1300 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[hoppitree's solution](#)

180.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[hoppitree's solution](#)

181.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[hoppitree's solution](#)

182.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[hoppitree's solution](#)

183.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[hoppitree's solution](#)

184.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[hoppitree's solution](#)

185.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, data structures, strings

[hoppitree's solution](#)

186.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[hoppitree's solution](#)

187.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hoppitree's solution](#)

188.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[hoppitree's solution](#)

189.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hoppitree's solution](#)

190.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[hoppitree's solution](#)

191.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[hoppitree's solution](#)

192.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[hoppitree's solution](#)

193.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[hoppitree's solution](#)

194.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[hoppitree's solution](#)

195.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[hhopitree's solution](#)

196.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[hhopitree's solution](#)

197.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: *special, brute force
[hhopitree's solution](#)

198.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: *special, combinatorics
[hhopitree's solution](#)

199.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · last AC: 2020-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation
[hhopitree's solution](#)

200.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[hhopitree's solution](#)

201.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[hhopitree's solution](#)

202.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: greedy
[hhopitree's solution](#)

203.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms
[hhopitree's solution](#)

204.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: geometry, greedy, math
[hhopitree's solution](#)

205.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force
[hhopitree's solution](#)

206.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, strings
[hhopitree's solution](#)

207.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hhopitree's solution](#)

208.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[hhopitree's solution](#)

209.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[hhopitree's solution](#)

210.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive
[hhopitree's solution](#)

211.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[hhopitree's solution](#)

212.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[hhopitree's solution](#)

213.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[hhopitree's solution](#)

214.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[hhopitree's solution](#)

215.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[hhopitree's solution](#)

216.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[hhoopitree's solution](#)

217.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[hhoopitree's solution](#)

218.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
[hhoopitree's solution](#)

219.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[hhoopitree's solution](#)

220.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[hhoopitree's solution](#)

221.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hhoopitree's solution](#)

222.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[hhoopitree's solution](#)

223.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices
[hhoopitree's solution](#)

224.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[hhoopitree's solution](#)

225.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation
[hhoopitree's solution](#)

226.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[hoppitree's solution](#)

227.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · last AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[hoppitree's solution](#)

228.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[hoppitree's solution](#)

229.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[hoppitree's solution](#)

230.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[hoppitree's solution](#)

231.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hoppitree's solution](#)

232.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[hoppitree's solution](#)

233.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[hoppitree's solution](#)

234.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[hoppitree's solution](#)

235.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy

[hoppitree's solution](#)

236.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[hoppitree's solution](#)

237.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[hoppitree's solution](#)

238.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[hoppitree's solution](#)

239.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[hoppitree's solution](#)

240.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[hoppitree's solution](#)

241.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[hoppitree's solution](#)

242.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[hoppitree's solution](#)

243.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[hoppitree's solution](#)

244.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hoppitree's solution](#)

245.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags:

implementation, strings

[hoppitree's solution](#)

246.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[hoppitree's solution](#)

247.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[hoppitree's solution](#)

248.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[hoppitree's solution](#)

249.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[hoppitree's solution](#)

250.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hoppitree's solution](#)

251.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[hoppitree's solution](#)

252.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[hoppitree's solution](#)

253.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[hoppitree's solution](#)

254.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-10-25 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[hoppitree's solution](#)

255.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hoppitree's solution](#)

256.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[hoppitree's solution](#)

257.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[hoppitree's solution](#)

258.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: brute force, sortings

[hoppitree's solution](#)

259.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,865 global accepts · Rating: 1500 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy

[hoppitree's solution](#)

260.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: greedy, math

[hoppitree's solution](#)

261.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,224 global accepts · Rating: 1500 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: hashing, implementation

[hoppitree's solution](#)

262.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · last AC: 2020-03-11 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[hoppitree's solution](#)

263.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[hoppitree's solution](#)

264.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[hoppitree's solution](#)

265.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[hoppitree's solution](#)

266.

2063C

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

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

[hoppitree's solution](#)

267.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[hoppitree's solution](#)

268.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[hoppitree's solution](#)

269.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[hoppitree's solution](#)

270.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[hoppitree's solution](#)

271.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[hoppitree's solution](#)

272.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[hoppitree's solution](#)

273.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[hoppitree's solution](#)

274.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[hoppitree's solution](#)

275.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[hhopitree's solution](#)

276.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[hhopitree's solution](#)

277.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[hhopitree's solution](#)

278.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hhopitree's solution](#)

279.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[hhopitree's solution](#)

280.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, greedy, strings

[hhopitree's solution](#)

281.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-01 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hhopitree's solution](#)

282.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[hhopitree's solution](#)

283.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[hhopitree's solution](#)

284.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[hhopitree's solution](#)

285.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[hhopitree's solution](#)

286.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[hoppitree's solution](#)

287.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[hoppitree's solution](#)

288.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[hoppitree's solution](#)

289.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: data structures, dp, math
[hoppitree's solution](#)

290.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[hoppitree's solution](#)

291.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: math
[hoppitree's solution](#)

292.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[hoppitree's solution](#)

293.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[hoppitree's solution](#)

294.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory
[hoppitree's solution](#)

295.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: data structures, implementation
[hoppitree's solution](#)

296.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[hoppitree's solution](#)

297.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: implementation, math
[hoppitree's solution](#)

298.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[hoppitree's solution](#)

299.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hoppitree's solution](#)

300.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[hoppitree's solution](#)

301.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[hoppitree's solution](#)

302.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[hoppitree's solution](#)

303.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[hoppitree's solution](#)

304.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[hoppitree's solution](#)

305.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[hoppitree's solution](#)

306.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math

[hoppitree's solution](#)

307.

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[hoppitree's solution](#)

308.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[hoppitree's solution](#)

309.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[hoppitree's solution](#)

310.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[hoppitree's solution](#)

311.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[hoppitree's solution](#)

312.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[hoppitree's solution](#)

313.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, trees

[hoppitree's solution](#)

314.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[hoppitree's solution](#)

315.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[hhopitree's solution](#)

316.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[hhopitree's solution](#)

317.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hhopitree's solution](#)

318.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[hhopitree's solution](#)

319.

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[hhopitree's solution](#)

320.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[hhopitree's solution](#)

321.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[hhopitree's solution](#)

322.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[hhopitree's solution](#)

323.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[hhopitree's solution](#)

324.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hhopitree's solution](#)

325.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-03-11 · last AC: 2021-03-11 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[hhopitree's solution](#)

326.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[hoppitree's solution](#)

327.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules

[hoppitree's solution](#)

328.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[hoppitree's solution](#)

329.

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[hoppitree's solution](#)

330.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[hoppitree's solution](#)

331.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hoppitree's solution](#)

332.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[hoppitree's solution](#)

333.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[hoppitree's solution](#)

334.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[hoppitree's solution](#)

335.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[hoppitree's solution](#)

336.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[hhoopitree's solution](#)

337.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[hhoopitree's solution](#)

338.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[hhoopitree's solution](#)

339.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[hhoopitree's solution](#)

340.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[hhoopitree's solution](#)

341.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[hhoopitree's solution](#)

342.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[hhoopitree's solution](#)

343.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[hhoopitree's solution](#)

344.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hhoopitree's solution](#)

345.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[hhoopitree's solution](#)

346.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[hhoopitree's solution](#)

347.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[hhoopitree's solution](#)

348.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[hhoopitree's solution](#)

349.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings
[hhoopitree's solution](#)

350.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive
[hhoopitree's solution](#)

351.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[hhoopitree's solution](#)

352.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[hhoopitree's solution](#)

353.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math
[hhoopitree's solution](#)

354.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[hhoopitree's solution](#)

355.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[hhoopitree's solution](#)

356.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[hhoopitree's solution](#)

357.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[hhoopitree's solution](#)

358.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy
[hhoopitree's solution](#)

359.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[hhoopitree's solution](#)

360.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[hhoopitree's solution](#)

361.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[hhoopitree's solution](#)

362.

2138B

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

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[hhoopitree's solution](#)

363.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[hhoopitree's solution](#)

364.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[hhoopitree's solution](#)

365.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[hhoopitree's solution](#)

366.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[hoppitree's solution](#)

367.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[hoppitree's solution](#)

368.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[hoppitree's solution](#)

369.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[hoppitree's solution](#)

370.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[hoppitree's solution](#)

371.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, trees
[hoppitree's solution](#)

372.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
[hoppitree's solution](#)

373.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[hoppitree's solution](#)

374.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees
[hoppitree's solution](#)

375.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[hoppitree's solution](#)

376.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[hhopitree's solution](#)

377.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[hhopitree's solution](#)

378.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[hhopitree's solution](#)

379.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[hhopitree's solution](#)

380.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-11-02 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[hhopitree's solution](#)

381.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[hhopitree's solution](#)

382.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[hhopitree's solution](#)

383.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[hhopitree's solution](#)

384.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[hhopitree's solution](#)

385.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[hhoppitree's solution](#)

386.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[hhoppitree's solution](#)

387.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[hhoppitree's solution](#)

388.

1649E

[Tyler and Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[hhoppitree's solution](#)

389.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dp

[hhoppitree's solution](#)

390.

1509D

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

Rating: 1900 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[hhoppitree's solution](#)

391.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[hhoppitree's solution](#)

392.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · last AC: 2021-03-31 · GNU C++11 (first AC) · Tags: games, greedy

[hhoppitree's solution](#)

393.

1153D

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

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[hhoppitree's solution](#)

394.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hhoppitree's solution](#)

395.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: games

[hhoppitree's solution](#)

396.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: data structures, implementation, math
[hhoopitree's solution](#)

397.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[hhoopitree's solution](#)

398.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: greedy, meet-in-the-middle, sortings
[hhoopitree's solution](#)

399.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers
[hhoopitree's solution](#)

400.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[hhoopitree's solution](#)

401.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[hhoopitree's solution](#)

402.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[hhoopitree's solution](#)

403.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[hhoopitree's solution](#)

404.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[hhoopitree's solution](#)

405.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[hhoopitree's solution](#)

406.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[hhoopitree's solution](#)

407.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[hhoopitree's solution](#)

408.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[hhoopitree's solution](#)

409.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[hhoopitree's solution](#)

410.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[hhoopitree's solution](#)

411.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[hhoopitree's solution](#)

412.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[hhoopitree's solution](#)

413.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-12-23 · last AC: 2024-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[hhoopitree's solution](#)

414.

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[hhoopitree's solution](#)

415.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hhoopitree's solution](#)

416.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[hhoopitree's solution](#)

417.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[hhoopitree's solution](#)

418.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[hhoopitree's solution](#)

419.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[hhoopitree's solution](#)

420.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · last AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[hhoopitree's solution](#)

421.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[hhoopitree's solution](#)

422.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-05-03 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[hhoopitree's solution](#)

423.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[hhoopitree's solution](#)

424.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[hhoopitree's solution](#)

425.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers
[hhoopitree's solution](#)

426.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[hhoopitree's solution](#)

427.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[hhoopitree's solution](#)

428.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hhoopitree's solution](#)

429.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[hhoopitree's solution](#)

430.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-09-25 · last AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[hhoopitree's solution](#)

431.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[hhoopitree's solution](#)

432.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-05-10 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[hhoopitree's solution](#)

433.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[hhoopitree's solution](#)

434.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[hhoopitree's solution](#)

435.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-07-02 · last AC: 2021-11-09 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[hhopitree's solution](#)

436.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[hhopitree's solution](#)

437.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[hhopitree's solution](#)

438.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[hhopitree's solution](#)

439.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: dp, games

[hhopitree's solution](#)

440.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: *special, data structures

[hhopitree's solution](#)

441.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games

[hhopitree's solution](#)

442.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[hhopitree's solution](#)

443.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[hhopitree's solution](#)

444.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[hhopitree's solution](#)

445.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hhopitree's solution](#)

446.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[hhoopitree's solution](#)

447.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: *special
[hhoopitree's solution](#)

448.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, math
[hhoopitree's solution](#)

449.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[hhoopitree's solution](#)

450.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[hhoopitree's solution](#)

451.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[hhoopitree's solution](#)

452.

838B

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

Quality: 1,077 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[hhoopitree's solution](#)

453.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2023-09-19 · last AC: 2024-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[hhoopitree's solution](#)

454.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[hhoopitree's solution](#)

455.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[hhoopitree's solution](#)

456.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[hhoopitree's solution](#)

457.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2023-05-03 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[hhoopitree's solution](#)

458.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[hhoopitree's solution](#)

459.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[hhoopitree's solution](#)

460.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[hhoopitree's solution](#)

461.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[hhoopitree's solution](#)

462.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[hhoopitree's solution](#)

463.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[hhoopitree's solution](#)

464.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[hhoopitree's solution](#)

465.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[hhoopitree's solution](#)

466.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer
[hhoopitree's solution](#)

467.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[hhoopitree's solution](#)

468.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
[hhoopitree's solution](#)

469.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, shortest paths
[hhoopitree's solution](#)

470.

1435E

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, number theory, ternary search
[hhoopitree's solution](#)

471.

525E

[Any and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
[hhoopitree's solution](#)

472.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: geometry, math
[hhoopitree's solution](#)

473.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[hhoopitree's solution](#)

474.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
[hhoopitree's solution](#)

475.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[hhoopitree's solution](#)

476.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[hoppitree's solution](#)

477.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[hoppitree's solution](#)

478.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[hoppitree's solution](#)

479.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[hoppitree's solution](#)

480.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[hoppitree's solution](#)

481.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[hoppitree's solution](#)

482.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[hoppitree's solution](#)

483.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[hoppitree's solution](#)

484.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hoppitree's solution](#)

485.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[hoppitree's solution](#)

486.

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-09-13 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[hoppitree's solution](#)

487.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[hoppitree's solution](#)

488.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[hoppitree's solution](#)

489.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[hoppitree's solution](#)

490.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[hoppitree's solution](#)

491.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[hoppitree's solution](#)

492.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[hoppitree's solution](#)

493.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[hoppitree's solution](#)

494.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[hoppitree's solution](#)

495.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[hoppitree's solution](#)

496.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[hoppitree's solution](#)

497.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, data structures, ternary search

[hoppitree's solution](#)

498.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[hoppitree's solution](#)

499.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[hoppitree's solution](#)

500.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[hoppitree's solution](#)

501.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[hoppitree's solution](#)

502.

2063E

[Triangle Tree](#) · [Tutorial](#)

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

[hoppitree's solution](#)

503.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[hoppitree's solution](#)

504.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-10-15 · last AC: 2024-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[hoppitree's solution](#)

505.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[hhoppitree's solution](#)

506.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[hhoppitree's solution](#)

507.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[hhoppitree's solution](#)

508.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[hhoppitree's solution](#)

509.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[hhoppitree's solution](#)

510.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, geometry, math, number theory
[hhoppitree's solution](#)

511.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[hhoppitree's solution](#)

512.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[hhoppitree's solution](#)

513.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[hhoppitree's solution](#)

514.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[hhoppitree's solution](#)

515.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[hoppitree's solution](#)

516.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation

[hoppitree's solution](#)

517.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[hoppitree's solution](#)

518.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[hoppitree's solution](#)

519.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[hoppitree's solution](#)

520.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[hoppitree's solution](#)

521.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[hoppitree's solution](#)

522.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2022-03-15 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[hoppitree's solution](#)

523.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-11-05 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[hoppitree's solution](#)

524.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[hhopitree's solution](#)

525.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hhopitree's solution](#)

526.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[hhopitree's solution](#)

527.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[hhopitree's solution](#)

528.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[hhopitree's solution](#)

529.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[hhopitree's solution](#)

530.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[hhopitree's solution](#)

531.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[hhopitree's solution](#)

532.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[hhopitree's solution](#)

533.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[hhopitree's solution](#)

534.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[hhopitree's solution](#)

535.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[hhoopitree's solution](#)

536.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[hhoopitree's solution](#)

537.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[hhoopitree's solution](#)

538.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-17 · last AC: 2021-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[hhoopitree's solution](#)

539.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games

[hhoopitree's solution](#)

540.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: data structures, math

[hhoopitree's solution](#)

541.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[hhoopitree's solution](#)

542.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[hhoopitree's solution](#)

543.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[hhoopitree's solution](#)

544.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[hhoopitree's solution](#)

545.

2157F

[Git Gud](#) · [Tutorial](#)

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

[hoppitree's solution](#)

546.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hoppitree's solution](#)

547.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[hoppitree's solution](#)

548.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[hoppitree's solution](#)

549.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[hoppitree's solution](#)

550.

2063F1

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

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

[hoppitree's solution](#)

551.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[hoppitree's solution](#)

552.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[hoppitree's solution](#)

553.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[hoppitree's solution](#)

554.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[hoppitree's solution](#)

555.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[hhopitree's solution](#)

556.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[hhopitree's solution](#)

557.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[hhopitree's solution](#)

558.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs
[hhopitree's solution](#)

559.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[hhopitree's solution](#)

560.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[hhopitree's solution](#)

561.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers
[hhopitree's solution](#)

562.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[hhopitree's solution](#)

563.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math
[hhopitree's solution](#)

564.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[hhopitree's solution](#)

565.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[hoppitree's solution](#)

566.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[hoppitree's solution](#)

567.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[hoppitree's solution](#)

568.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[hoppitree's solution](#)

569.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[hoppitree's solution](#)

570.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[hoppitree's solution](#)

571.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[hoppitree's solution](#)

572.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[hoppitree's solution](#)

573.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[hoppitree's solution](#)

574.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[hoppitree's solution](#)

575.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · last AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

data structures, dp, greedy

[hoppitree's solution](#)

576.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[hoppitree's solution](#)

577.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[hoppitree's solution](#)

578.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[hoppitree's solution](#)

579.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hoppitree's solution](#)

580.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hoppitree's solution](#)

581.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[hoppitree's solution](#)

582.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[hoppitree's solution](#)

583.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[hoppitree's solution](#)

584.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[hoppitree's solution](#)

585.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[hoppitree's solution](#)

586.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[hoppitree's solution](#)

587.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[hoppitree's solution](#)

588.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers
[hoppitree's solution](#)

589.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[hoppitree's solution](#)

590.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees
[hoppitree's solution](#)

591.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[hoppitree's solution](#)

592.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: data structures, dp
[hoppitree's solution](#)

593.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[hoppitree's solution](#)

594.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings
[hoppitree's solution](#)

595.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[hoppitree's solution](#)

596.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[hhoopitree's solution](#)

597.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[hhoopitree's solution](#)

598.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[hhoopitree's solution](#)

599.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-05-08 · last AC: 2024-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[hhoopitree's solution](#)

600.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[hhoopitree's solution](#)

601.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hhoopitree's solution](#)

602.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[hhoopitree's solution](#)

603.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[hhoopitree's solution](#)

604.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[hhoopitree's solution](#)

605.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[hhoopitree's solution](#)

606.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[hhopitree's solution](#)

607.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-05-30 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[hhopitree's solution](#)

608.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[hhopitree's solution](#)

609.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees
[hhopitree's solution](#)

610.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[hhopitree's solution](#)

611.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
[hhopitree's solution](#)

612.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees
[hhopitree's solution](#)

613.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[hhopitree's solution](#)

614.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[hhopitree's solution](#)

615.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[hhopitree's solution](#)

616.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[hoppitree's solution](#)

617.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[hoppitree's solution](#)

618.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[hoppitree's solution](#)

619.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[hoppitree's solution](#)

620.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[hoppitree's solution](#)

621.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[hoppitree's solution](#)

622.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[hoppitree's solution](#)

623.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[hoppitree's solution](#)

624.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hoppitree's solution](#)

625.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[hoppitree's solution](#)

626.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[hhoopitree's solution](#)

627.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[hhoopitree's solution](#)

628.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[hhoopitree's solution](#)

629.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[hhoopitree's solution](#)

630.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees
[hhoopitree's solution](#)

631.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[hhoopitree's solution](#)

632.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[hhoopitree's solution](#)

633.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[hhoopitree's solution](#)

634.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[hhoopitree's solution](#)

635.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation
[hhoopitree's solution](#)

636.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: dp, number theory

[hhoopitree's solution](#)

637.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[hhoopitree's solution](#)

638.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[hhoopitree's solution](#)

639.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[hhoopitree's solution](#)

640.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[hhoopitree's solution](#)

641.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[hhoopitree's solution](#)

642.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[hhoopitree's solution](#)

643.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[hhoopitree's solution](#)

644.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[hhoopitree's solution](#)

645.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[hhoopitree's solution](#)

646.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hhopitree's solution](#)

647.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[hhopitree's solution](#)

648.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[hhopitree's solution](#)

649.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[hhopitree's solution](#)

650.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[hhopitree's solution](#)

651.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[hhopitree's solution](#)

652.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[hhopitree's solution](#)

653.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[hhopitree's solution](#)

654.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2020-11-25 · last AC: 2023-09-23 · GNU C++11 (first AC) · Tags: data structures, probabilities

[hhopitree's solution](#)

655.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[hhopitree's solution](#)

656.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[hhopitree's solution](#)

657.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[hhoopitree's solution](#)

658.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[hhoopitree's solution](#)

659.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[hhoopitree's solution](#)

660.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[hhoopitree's solution](#)

661.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[hhoopitree's solution](#)

662.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[hhoopitree's solution](#)

663.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[hhoopitree's solution](#)

664.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-30 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[hhoopitree's solution](#)

665.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[hhoopitree's solution](#)

666.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[hhoopitree's solution](#)

667.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[hhoopitree's solution](#)

668.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[hhoopitree's solution](#)

669.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing
[hhoopitree's solution](#)

670.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[hhoopitree's solution](#)

671.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[hhoopitree's solution](#)

672.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[hhoopitree's solution](#)

673.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[hhoopitree's solution](#)

674.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[hhoopitree's solution](#)

675.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[hhoopitree's solution](#)

676.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[hhoopitree's solution](#)

677.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs

[hoppitree's solution](#)

678.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[hoppitree's solution](#)

679.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[hoppitree's solution](#)

680.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[hoppitree's solution](#)

681.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: data structures

[hoppitree's solution](#)

682.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-04-01 · last AC: 2021-04-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[hoppitree's solution](#)

683.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: math

[hoppitree's solution](#)

684.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hoppitree's solution](#)

685.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[hoppitree's solution](#)

686.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[hoppitree's solution](#)

687.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, greedy

[hoppitree's solution](#)

688.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-08-31 · last AC: 2025-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[hoppitree's solution](#)

689.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[hoppitree's solution](#)

690.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[hoppitree's solution](#)

691.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hoppitree's solution](#)

692.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[hoppitree's solution](#)

693.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[hoppitree's solution](#)

694.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees, two pointers

[hoppitree's solution](#)

695.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[hoppitree's solution](#)

696.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[hoppitree's solution](#)

697.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, trees

[hoppitree's solution](#)

698.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[hhoopitree's solution](#)

699.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
[hhoopitree's solution](#)

700.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[hhoopitree's solution](#)

701.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[hhoopitree's solution](#)

702.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
[hhoopitree's solution](#)

703.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices
[hhoopitree's solution](#)

704.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[hhoopitree's solution](#)

705.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu
[hhoopitree's solution](#)

706.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[hhoopitree's solution](#)

707.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings
[hhoopitree's solution](#)

708.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[hoppitree's solution](#)

709.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[hoppitree's solution](#)

710.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[hoppitree's solution](#)

711.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[hoppitree's solution](#)

712.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[hoppitree's solution](#)

713.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[hoppitree's solution](#)

714.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[hoppitree's solution](#)

715.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[hoppitree's solution](#)

716.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[hoppitree's solution](#)

717.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[hoppitree's solution](#)

718.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[hoppitree's solution](#)

719.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[hoppitree's solution](#)

720.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[hoppitree's solution](#)

721.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[hoppitree's solution](#)

722.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[hoppitree's solution](#)

723.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[hoppitree's solution](#)

724.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[hoppitree's solution](#)

725.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[hoppitree's solution](#)

726.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[hoppitree's solution](#)

727.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[hoppitree's solution](#)

728.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[hhopitree's solution](#)

729.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[hhopitree's solution](#)

730.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[hhopitree's solution](#)

731.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: bitmasks, games, math, matrices

[hhopitree's solution](#)

732.

2157G

[Isaac's Queries](#) · [Tutorial](#)

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

[hhopitree's solution](#)

733.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · last AC: 2025-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[hhopitree's solution](#)

734.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices

[hhopitree's solution](#)

735.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[hhopitree's solution](#)

736.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[hhopitree's solution](#)

737.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[hhopitree's solution](#)

738.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-11-14 · last AC: 2024-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hoppitree's solution](#)

739.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[hoppitree's solution](#)

740.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-04-18 · last AC: 2024-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hoppitree's solution](#)

741.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[hoppitree's solution](#)

742.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[hoppitree's solution](#)

743.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[hoppitree's solution](#)

744.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[hoppitree's solution](#)

745.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hoppitree's solution](#)

746.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[hoppitree's solution](#)

747.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[hoppitree's solution](#)

748.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[hoppitree's solution](#)

749.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[hoppitree's solution](#)

750.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[hoppitree's solution](#)

751.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[hoppitree's solution](#)

752.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[hoppitree's solution](#)

753.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[hoppitree's solution](#)

754.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[hoppitree's solution](#)

755.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[hoppitree's solution](#)

756.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[hoppitree's solution](#)

757.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[hoppitree's solution](#)

758.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities
[hhopitree's solution](#)

759.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[hhopitree's solution](#)

760.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[hhopitree's solution](#)

761.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[hhopitree's solution](#)

762.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[hhopitree's solution](#)

763.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-07-13 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[hhopitree's solution](#)

764.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft
[hhopitree's solution](#)

765.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[hhopitree's solution](#)

766.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[hhopitree's solution](#)

767.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[hhopitree's solution](#)

768.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[hhopitree's solution](#)

769.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[hhopitree's solution](#)

770.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[hhopitree's solution](#)

771.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[hhopitree's solution](#)

772.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[hhopitree's solution](#)

773.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[hhopitree's solution](#)

774.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[hhopitree's solution](#)

775.

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[hhopitree's solution](#)

776.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-08-03 · last AC: 2020-08-03 · GNU C++11 (first AC) · Tags: dp, math

[hhopitree's solution](#)

777.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[hhopitree's solution](#)

778.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-18 · last AC: 2025-05-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[hoppitree's solution](#)

779.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[hoppitree's solution](#)

780.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[hoppitree's solution](#)

781.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[hoppitree's solution](#)

782.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[hoppitree's solution](#)

783.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[hoppitree's solution](#)

784.

2001E2

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

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[hoppitree's solution](#)

785.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[hoppitree's solution](#)

786.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[hoppitree's solution](#)

787.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[hoppitree's solution](#)

788.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures,

implementation

[hhopitree's solution](#)

789.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[hhopitree's solution](#)

790.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive, shortest paths

[hhopitree's solution](#)

791.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[hhopitree's solution](#)

792.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[hhopitree's solution](#)

793.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hhopitree's solution](#)

794.

128E

[Birthday](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[hhopitree's solution](#)

795.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[hhopitree's solution](#)

796.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[hhopitree's solution](#)

797.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[hhopitree's solution](#)

798.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[hhopitree's solution](#)

799.

2018F1

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

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[hhopitree's solution](#)

800.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[hhopitree's solution](#)

801.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices
[hhopitree's solution](#)

802.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[hhopitree's solution](#)

803.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[hhopitree's solution](#)

804.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices
[hhopitree's solution](#)

805.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math
[hhopitree's solution](#)

806.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices
[hhopitree's solution](#)

807.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[hhopitree's solution](#)

808.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[hhopitree's solution](#)

809.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[hhoppitree's solution](#)

810.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[hhoppitree's solution](#)

811.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[hhoppitree's solution](#)

812.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[hhoppitree's solution](#)

813.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[hhoppitree's solution](#)

814.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[hhoppitree's solution](#)

815.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings

[hhoppitree's solution](#)

816.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[hhoppitree's solution](#)

817.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[hhoppitree's solution](#)

818.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[hhoppitree's solution](#)

819.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[hhoppitree's solution](#)

820.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[hhoopitree's solution](#)

821.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory, probabilities
[hhoopitree's solution](#)

822.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[hhoopitree's solution](#)

823.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, string suffix structures
[hhoopitree's solution](#)

824.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
[hhoopitree's solution](#)

825.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, math
[hhoopitree's solution](#)

826.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees
[hhoopitree's solution](#)

827.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
[hhoopitree's solution](#)

828.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[hhoopitree's solution](#)

829.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-02-25 · last AC: 2024-09-05 · GNU C++11 (first AC) · Tags: binary search, greedy
[hhoopitree's solution](#)

830.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-08-04 · last AC: 2024-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[hoppitree's solution](#)

831.

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2022-04-16 · last AC: 2024-09-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[hoppitree's solution](#)

832.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-01-06 · last AC: 2024-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[hoppitree's solution](#)

833.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2022-07-07 · last AC: 2024-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[hoppitree's solution](#)

834.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2022-10-04 · last AC: 2024-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[hoppitree's solution](#)

835.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[hoppitree's solution](#)

836.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[hoppitree's solution](#)

837.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[hoppitree's solution](#)

838.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[hoppitree's solution](#)

839.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[hoppitree's solution](#)

840.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[hoppitree's solution](#)

841.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[hoppitree's solution](#)

842.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2021-08-11 · last AC: 2024-09-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices
[hoppitree's solution](#)

843.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy
[hoppitree's solution](#)

844.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs
[hoppitree's solution](#)

845.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[hoppitree's solution](#)

846.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[hoppitree's solution](#)

847.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2022-07-12 · last AC: 2024-09-02 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[hoppitree's solution](#)

848.

111E

[Petya and Rectangle](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[hoppitree's solution](#)

849.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings
[hoppitree's solution](#)

850.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[hoppitree's solution](#)

851.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[hoppitree's solution](#)

852.

65E

[Harry Potter and Moving Staircases](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[hoppitree's solution](#)

853.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[hoppitree's solution](#)

854.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2022-07-31 · last AC: 2024-09-01 · C++20 (GCC 11-64) (first AC) · Tags: strings

[hoppitree's solution](#)

855.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-09-11 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hoppitree's solution](#)

856.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[hoppitree's solution](#)

857.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[hoppitree's solution](#)

858.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[hoppitree's solution](#)

859.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[hoppitree's solution](#)

860.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees

[hoppitree's solution](#)

861.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[hoppitree's solution](#)

862.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[hoppitree's solution](#)

863.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: flows

[hoppitree's solution](#)

864.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[hoppitree's solution](#)

865.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-03-30 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[hoppitree's solution](#)

866.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[hoppitree's solution](#)

867.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[hoppitree's solution](#)

868.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[hoppitree's solution](#)

869.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[hoppitree's solution](#)

870.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[hoppitree's solution](#)

871.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory
[hhoopitree's solution](#)

872.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[hhoopitree's solution](#)

873.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-10-16 · last AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[hhoopitree's solution](#)

874.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[hhoopitree's solution](#)

875.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry
[hhoopitree's solution](#)

876.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[hhoopitree's solution](#)

877.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[hhoopitree's solution](#)

878.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[hhoopitree's solution](#)

879.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, shortest paths, strings
[hhoopitree's solution](#)

880.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[hhoopitree's solution](#)

881.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[hoppitree's solution](#)

882.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[hoppitree's solution](#)

883.

1569F

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

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
[hoppitree's solution](#)

884.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive, shortest paths
[hoppitree's solution](#)

885.

2018F2

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

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[hoppitree's solution](#)

886.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp
[hoppitree's solution](#)

887.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[hoppitree's solution](#)

888.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[hoppitree's solution](#)

889.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[hoppitree's solution](#)

890.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[hoppitree's solution](#)

891.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-10-09 · last AC: 2024-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[hoppitree's solution](#)

892.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[hoppitree's solution](#)

893.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[hoppitree's solution](#)

894.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[hoppitree's solution](#)

895.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[hoppitree's solution](#)

896.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[hoppitree's solution](#)

897.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[hoppitree's solution](#)

898.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[hoppitree's solution](#)

899.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[hoppitree's solution](#)

900.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[hoppitree's solution](#)

901.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[hhopitree's solution](#)

902.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[hhopitree's solution](#)

903.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities
[hhopitree's solution](#)

904.

1667E

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

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[hhopitree's solution](#)

905.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing
[hhopitree's solution](#)

906.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
[hhopitree's solution](#)

907.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers
[hhopitree's solution](#)

908.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp
[hhopitree's solution](#)

909.

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices
[hhopitree's solution](#)

910.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[hhopitree's solution](#)

911.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[hhopitree's solution](#)

912.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[hoppitree's solution](#)

913.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[hoppitree's solution](#)

914.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[hoppitree's solution](#)

915.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[hoppitree's solution](#)

916.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[hoppitree's solution](#)

917.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[hoppitree's solution](#)

918.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[hoppitree's solution](#)

919.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[hoppitree's solution](#)

920.

2018F3

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

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[hoppitree's solution](#)

921.

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force

[hoppitree's solution](#)

922.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[hoppitree's solution](#)

923.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-03-01 · last AC: 2024-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[hoppitree's solution](#)

924.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[hoppitree's solution](#)

925.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[hoppitree's solution](#)

926.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hoppitree's solution](#)

927.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[hoppitree's solution](#)

928.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[hoppitree's solution](#)

929.

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, shortest paths

[hoppitree's solution](#)

930.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[hoppitree's solution](#)

931.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[hoppitree's solution](#)

932.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-04-26 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[hhoopitree's solution](#)

933.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[hhoopitree's solution](#)

934.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[hhoopitree's solution](#)

935.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[hhoopitree's solution](#)

936.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[hhoopitree's solution](#)

937.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[hhoopitree's solution](#)

938.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[hhoopitree's solution](#)

939.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[hhoopitree's solution](#)

940.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[hhoopitree's solution](#)

941.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[hhoopitree's solution](#)

942.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: —

[hoppitree's solution](#)

943.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: dp, implementation

[hoppitree's solution](#)

944.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[hoppitree's solution](#)

945.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[hoppitree's solution](#)

946.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[hoppitree's solution](#)

947.

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[hoppitree's solution](#)

948.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[hoppitree's solution](#)

949.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[hoppitree's solution](#)

950.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[hoppitree's solution](#)

951.

690F3

[Tree of Life \(hard\)](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 3200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: trees

[hoppitree's solution](#)

952.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data

structures, implementation

[hoppitree's solution](#)

953.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[hoppitree's solution](#)

954.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hoppitree's solution](#)

955.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hoppitree's solution](#)

956.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-09-13 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[hoppitree's solution](#)

957.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[hoppitree's solution](#)

958.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[hoppitree's solution](#)

959.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[hoppitree's solution](#)

960.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, interactive

[hoppitree's solution](#)

961.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[hoppitree's solution](#)

962.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[hoppitree's solution](#)

963.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings
[hoppitree's solution](#)

964.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[hoppitree's solution](#)

965.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hoppitree's solution](#)

966.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees
[hoppitree's solution](#)

967.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[hoppitree's solution](#)

968.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[hoppitree's solution](#)

969.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy
[hoppitree's solution](#)

970.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[hoppitree's solution](#)

971.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[hoppitree's solution](#)

972.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[hoppitree's solution](#)

973.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs
[hhopitree's solution](#)

974.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[hhopitree's solution](#)

975.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[hhopitree's solution](#)

976.

868G

[EI Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math
[hhopitree's solution](#)

977.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[hhopitree's solution](#)

978.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, number theory
[hhopitree's solution](#)

979.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings
[hhopitree's solution](#)

980.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[hhopitree's solution](#)

981.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2021-07-04 · last AC: 2024-09-12 · GNU C++11 (first AC) · Tags: data structures
[hhopitree's solution](#)

982.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-07-14 · last AC: 2024-09-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation
[hhopitree's solution](#)

983.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-07-06 · last AC: 2024-09-12 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures
[hhopitree's solution](#)

984.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[hoppitree's solution](#)

985.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hoppitree's solution](#)

986.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[hoppitree's solution](#)

987.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, probabilities

[hoppitree's solution](#)

988.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[hoppitree's solution](#)

989.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-07-04 · last AC: 2024-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[hoppitree's solution](#)

990.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-04-24 · last AC: 2024-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[hoppitree's solution](#)

991.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-04-30 · last AC: 2024-09-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[hoppitree's solution](#)

992.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[hoppitree's solution](#)

993.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, sortings

[hoppitree's solution](#)

994.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[hhoppitree's solution](#)

995.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[hhoppitree's solution](#)

996.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[hhoppitree's solution](#)

997.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs
[hhoppitree's solution](#)

998.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle
[hhoppitree's solution](#)

999.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[hhoppitree's solution](#)

1000.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-11-21 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[hhoppitree's solution](#)

1001.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[hhoppitree's solution](#)

1002.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[hhoppitree's solution](#)

1003.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[hhoppitree's solution](#)

1004.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[hhoopitree's solution](#)

1005.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory

[hhoopitree's solution](#)

1006.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[hhoopitree's solution](#)

1007.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2024-08-07 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hhoopitree's solution](#)

1008.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, greedy

[hhoopitree's solution](#)

1009.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[hhoopitree's solution](#)

1010.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[hhoopitree's solution](#)

1011.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[hhoopitree's solution](#)

1012.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2021-11-09 · last AC: 2025-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[hhoopitree's solution](#)

1013.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-07-06 · last AC: 2025-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[hhoopitree's solution](#)

1014.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-02-16 · last AC: 2025-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[hoppitree's solution](#)

1015.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, matrices

[hoppitree's solution](#)

1016.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hoppitree's solution](#)

1017.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[hoppitree's solution](#)

1018.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[hoppitree's solution](#)

1019.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[hoppitree's solution](#)

1020.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[hoppitree's solution](#)

1021.

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[hoppitree's solution](#)

1022.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2021-11-11 · last AC: 2025-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[hoppitree's solution](#)

1023.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hoppitree's solution](#)

1024.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp
[hhopitree's solution](#)

1025.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhopitree's solution](#)

1026.

1098F

[AbÖgVæ7F0a](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings
[hhopitree's solution](#)

1027.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2024-07-30 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hhopitree's solution](#)

1028.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[hhopitree's solution](#)

1029.

1667F

[Yin Yang](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[hhopitree's solution](#)

1030.

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[hhopitree's solution](#)

1031.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[hhopitree's solution](#)

1032.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: games
[hhopitree's solution](#)

1033.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[hhopitree's solution](#)

1034.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[hoppitree's solution](#)

1035.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[hoppitree's solution](#)

1036.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[hoppitree's solution](#)

1037.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[hoppitree's solution](#)

1038.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[hoppitree's solution](#)

1039.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1040.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[hoppitree's solution](#)

1041.

106384I

[Saiwaikufu ri](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[hoppitree's solution](#)

1042.

106384E

[Qiaohe](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[hoppitree's solution](#)

1043.

106384C

[gufu](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[hoppitree's solution](#)

1044.

106384D

[Aiwah](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[hoppitree's solution](#)

1045.

106384F

[NulakSir1](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1046.

106384M

[s#Z tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1047.

106384G

[LaVI-Bavellabion](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1048.

106384J

[g4y wjg...i~](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1049.

106384H

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Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1050.

106384K

[Y\)Owja½•üTCEl4fv](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1051.

106384B

[N7öekd\1•LN `T}ges •÷T'](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1052.

106384L

[{\(T tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1053.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2025-04-02 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[hhoppitree's solution](#)

1054.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[hhoppitree's solution](#)

1055.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: *special, math
[hhoppitree's solution](#)

1056.

101612E

[Equal Numbers](#) · [Tutorial](#)

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

[hoppitree's solution](#)

1057.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

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

[hoppitree's solution](#)

1058.

101612C

[Consonant Fency](#) · [Tutorial](#)

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

[hoppitree's solution](#)

1059.

101612L

[Little Difference](#) · [Tutorial](#)

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

[hoppitree's solution](#)

1060.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hoppitree's solution](#)

1061.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hoppitree's solution](#)

1062.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[hoppitree's solution](#)

1063.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, math

[hoppitree's solution](#)

1064.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[hoppitree's solution](#)

1065.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[hoppitree's solution](#)

1066.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1067.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1068.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1069.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1070.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1071.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1072.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1073.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1074.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1075.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1076.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1077.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1078.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1079.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1080.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1081.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1082.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1083.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1084.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1085.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1086.

103957C

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

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1087.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1088.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1089.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1090.

103957L

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

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1091.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1092.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1093.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1094.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1095.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1096.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1097.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1098.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1099.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1100.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1101.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1102.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1103.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1104.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1105.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1106.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1107.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1108.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1109.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhoppitree's solution](#)

1110.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhoppitree's solution](#)

1111.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1112.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1113.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1114.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1115.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1116.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1117.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1118.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1119.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1120.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1121.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1122.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1123.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1124.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1125.

103260A

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

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1126.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1127.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1128.

103627K

[Fake Plastic Trees 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1129.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1130.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1131.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1132.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hoppitree's solution](#)

1133.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1134.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1135.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1136.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1137.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1138.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1139.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1140.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1141.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1142.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhopitree's solution](#)

1143.

103447B

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

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[hhopitree's solution](#)

1144.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1145.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1146.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1147.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1148.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1149.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1150.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[hoppitree's solution](#)

1151.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1152.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1153.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1154.

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[hoppitree's solution](#)

1155.

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[hhopitree's solution](#)

1156.

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