

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

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# Unique solved — hitman\_py

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

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

Filters: none

Count: 419

- 1.**  
2210A  
[A Simple Sequence](#) · [Tutorial](#)  
Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[hitman\\_py's solution](#)
- 2.**  
2217A  
[The Equalizer](#) · [Tutorial](#)  
Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: math  
[hitman\\_py's solution](#)
- 3.**  
2218B  
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)  
Quality: 33,741 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: greedy, math  
[hitman\\_py's solution](#)
- 4.**  
2218C  
[The 67th Permutation Problem](#) · [Tutorial](#)  
Quality: 26,493 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[hitman\\_py's solution](#)
- 5.**  
2218A  
[The 67th Integer Problem](#) · [Tutorial](#)  
Quality: 34,987 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, math  
[hitman\\_py's solution](#)
- 6.**  
2211A  
[Antimedial Deletion](#) · [Tutorial](#)  
Quality: 16,098 global accepts · Rating: 800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: implementation, math  
[hitman\\_py's solution](#)
- 7.**  
2209A  
[Flip Flops](#) · [Tutorial](#)  
Quality: 21,520 global accepts · Rating: 800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: greedy  
[hitman\\_py's solution](#)
- 8.**  
2204B  
[Right Maximum](#) · [Tutorial](#)  
Quality: 19,561 global accepts · Rating: 800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: greedy  
[hitman\\_py's solution](#)
- 9.**  
2204A  
[Passing the Ball](#) · [Tutorial](#)  
Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[hitman\\_py's solution](#)

**10.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
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**11.**

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-10 · PyPy 3-64 (first AC) · Tags: greedy, strings  
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**12.**

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,155 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: greedy  
[hitman\\_py's solution](#)

**13.**

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,494 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, sortings  
[hitman\\_py's solution](#)

**14.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: math  
[hitman\\_py's solution](#)

**15.**

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: brute force, math  
[hitman\\_py's solution](#)

**16.**

2189A

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

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[hitman\\_py's solution](#)

**17.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,381 global accepts · Rating: 800 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: math  
[hitman\\_py's solution](#)

**18.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,038 global accepts · Rating: 800 · first AC: 2026-01-15 · Python 3 (first AC) · Tags: implementation, math  
[hitman\\_py's solution](#)

**19.**

2184A

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

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: math  
[hitman\\_py's solution](#)

**20.**

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · Python 3 (first AC) · Tags: games  
[hitman\\_py's solution](#)

**21.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,359 global accepts · Rating: 800 · first AC: 2026-01-02 · Python 3 (first AC) · Tags: math

[hitman\\_py's solution](#)

**22.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hitman\\_py's solution](#)

**23.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · Python 3 (first AC) · Tags: brute force

[hitman\\_py's solution](#)

**24.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: greedy, strings

[hitman\\_py's solution](#)

**25.**

2179B

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

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[hitman\\_py's solution](#)

**26.**

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: math, strings

[hitman\\_py's solution](#)

**27.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: greedy, strings

[hitman\\_py's solution](#)

**28.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: brute force, number theory

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**29.**

1878A

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

Quality: 78,711 global accepts · Rating: 800 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: greedy

[hitman\\_py's solution](#)

**30.**

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,082 global accepts · Rating: 800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[hitman\\_py's solution](#)

**31.**

1881A

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

Quality: 59,380 global accepts · Rating: 800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: brute force, strings

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**32.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2025-12-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[hitman\\_py's solution](#)

**33.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: sortings  
[hitman\\_py's solution](#)

**34.**

1899A

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

Quality: 92,820 global accepts · Rating: 800 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: games, math, number theory  
[hitman\\_py's solution](#)

**35.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[hitman\\_py's solution](#)

**36.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: greedy, math  
[hitman\\_py's solution](#)

**37.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,703 global accepts · Rating: 800 · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings  
[hitman\\_py's solution](#)

**38.**

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: implementation  
[hitman\\_py's solution](#)

**39.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
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**40.**

2171A

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

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: brute force, math  
[hitman\\_py's solution](#)

**41.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings  
[hitman\\_py's solution](#)

**42.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math  
[hitman\\_py's solution](#)

43.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,561 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[hitman\\_py's solution](#)

44.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · Python 3 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[hitman\\_py's solution](#)

45.

112A

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

Quality: 287,316 global accepts · Rating: 800 · first AC: 2025-11-27 · Python 3 (first AC) · Tags: implementation, strings  
[hitman\\_py's solution](#)

46.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,083 global accepts · Rating: 800 · first AC: 2025-11-27 · Python 3 (first AC) · Tags: implementation  
[hitman\\_py's solution](#)

47.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,797 global accepts · Rating: 800 · first AC: 2025-11-27 · Python 3 (first AC) · Tags: greedy, math  
[hitman\\_py's solution](#)

48.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,549 global accepts · Rating: 800 · first AC: 2025-11-27 · Python 3 (first AC) · Tags: \*special, implementation  
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49.

231A

[Team](#) · [Tutorial](#)

Quality: 430,365 global accepts · Rating: 800 · first AC: 2025-11-27 · Python 3 (first AC) · Tags: brute force, greedy  
[hitman\\_py's solution](#)

50.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,387 global accepts · Rating: 800 · first AC: 2025-11-25 · Python 3 (first AC) · Tags: implementation  
[hitman\\_py's solution](#)

51.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · Python 3 (first AC) · Tags: greedy, implementation, sortings  
[hitman\\_py's solution](#)

52.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · Python 3 (first AC) · Tags: brute force, greedy, math, sortings  
[hitman\\_py's solution](#)

53.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · Python 3 (first AC) · Tags: brute force, sortings  
[hitman\\_py's solution](#)

**54.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · Python 3 (first AC) · Tags: games, greedy, implementation, math  
[hitman\\_py's solution](#)

**55.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy  
[hitman\\_py's solution](#)

**56.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · Python 3 (first AC) · Tags: greedy, two pointers  
[hitman\\_py's solution](#)

**57.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,380 global accepts · Rating: 800 · first AC: 2025-10-18 · Python 3 (first AC) · Tags: strings  
[hitman\\_py's solution](#)

**58.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,038 global accepts · Rating: 800 · first AC: 2025-10-18 · Python 3 (first AC) · Tags: brute force, math  
[hitman\\_py's solution](#)

**59.**

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · Python 3 (first AC) · Tags: brute force, greedy  
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**60.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,572 global accepts · Rating: 900 · first AC: 2026-04-10 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[hitman\\_py's solution](#)

**61.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,407 global accepts · Rating: 900 · first AC: 2026-03-24 · PyPy 3-64 (first AC) · Tags: greedy  
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**62.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings  
[hitman\\_py's solution](#)

**63.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2026-03-04 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
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**64.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings  
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**65.**

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy  
[hitman\\_py's solution](#)

**66.**

1878C

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Quality: 57,671 global accepts · Rating: 900 · first AC: 2026-02-14 · PyPy 3-64 (first AC) · Tags: math  
[hitman\\_py's solution](#)

**67.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,711 global accepts · Rating: 900 · first AC: 2026-02-13 · PyPy 3-64 (first AC) · Tags: strings  
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**68.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: dp, greedy, implementation, strings  
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**69.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[hitman\\_py's solution](#)

**70.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[hitman\\_py's solution](#)

**71.**

2171B

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

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: math  
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**72.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: math  
[hitman\\_py's solution](#)

**73.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · Python 3 (first AC) · Tags: implementation, math  
[hitman\\_py's solution](#)

**74.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[hitman\\_py's solution](#)

**75.**

2217B

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

Quality: 16,088 global accepts · Rating: 1000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[hitman\\_py's solution](#)

**76.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1000 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: math, number theory

[hitman\\_py's solution](#)

**77.**

2199A

[Game](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: \*special

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**78.**

2203B

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

Quality: 14,318 global accepts · Rating: 1000 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, fft, greedy, math

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**79.**

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2026-02-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[hitman\\_py's solution](#)

**80.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2026-02-16 · PyPy 3-64 (first AC) · Tags: dp, math

[hitman\\_py's solution](#)

**81.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, strings

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**82.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2025-12-09 · PyPy 3-64 (first AC) · Tags: strings

[hitman\\_py's solution](#)

**83.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[hitman\\_py's solution](#)

**84.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,303 global accepts · Rating: 1000 · first AC: 2025-11-27 · Python 3 (first AC) · Tags: math

[hitman\\_py's solution](#)

**85.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[hitman\\_py's solution](#)

**86.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · Python 3 (first AC) · Tags: binary search, brute force, greedy, implementation

[hitman\\_py's solution](#)

**87.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · Python 3 (first AC) · Tags: constructive algorithms, greedy  
[hitman\\_py's solution](#)

**88.**

2218D

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

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[hitman\\_py's solution](#)

**89.**

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math  
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**90.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, implementation, math, sortings  
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**91.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math  
[hitman\\_py's solution](#)

**92.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: math  
[hitman\\_py's solution](#)

**93.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · Python 3 (first AC) · Tags: constructive algorithms, greedy  
[hitman\\_py's solution](#)

**94.**

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings  
[hitman\\_py's solution](#)

**95.**

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · Python 3 (first AC) · Tags: dp, greedy, math  
[hitman\\_py's solution](#)

**96.**

2171C1

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

Quality: 19,245 global accepts · Rating: 1100 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy  
[hitman\\_py's solution](#)

**97.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hitman\\_py's solution](#)

**98.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hitman\\_py's solution](#)

**99.**

2218E

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

Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[hitman\\_py's solution](#)

**100.**

2202B

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

Quality: 11,155 global accepts · Rating: 1200 · first AC: 2026-03-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[hitman\\_py's solution](#)

**101.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2026-02-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[hitman\\_py's solution](#)

**102.**

2189B

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

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[hitman\\_py's solution](#)

**103.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[hitman\\_py's solution](#)

**104.**

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[hitman\\_py's solution](#)

**105.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: dp, greedy, implementation

[hitman\\_py's solution](#)

**106.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[hitman\\_py's solution](#)

**107.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · Python 3 (first AC) · Tags: greedy, strings, two pointers

[hitman\\_py's solution](#)

**108.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hitman\\_py's solution](#)

**109.**

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · Python 3 (first AC) · Tags: greedy, math

[hitman\\_py's solution](#)

**110.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[hitman\\_py's solution](#)

**111.**

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 1300 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy

[hitman\\_py's solution](#)

**112.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[hitman\\_py's solution](#)

**113.**

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers

[hitman\\_py's solution](#)

**114.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-03-27 · PyPy 3-64 (first AC) · Tags: math

[hitman\\_py's solution](#)

**115.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-27 · PyPy 3-64 (first AC) · Tags: binary search

[hitman\\_py's solution](#)

**116.**

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[hitman\\_py's solution](#)

**117.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[hitman\\_py's solution](#)

**118.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures

[hitman\\_py's solution](#)

**119.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2026-02-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[hitman\\_py's solution](#)

**120.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,642 global accepts · Rating: 1300 · first AC: 2026-02-03 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[hitman\\_py's solution](#)

**121.**

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[hitman\\_py's solution](#)

**122.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-27 · PyPy 3-64 (first AC) · Tags: dp, math, number theory, shortest paths

[hitman\\_py's solution](#)

**123.**

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[hitman\\_py's solution](#)

**124.**

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hitman\\_py's solution](#)

**125.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · Python 3 (first AC) · Tags: binary search, math, strings

[hitman\\_py's solution](#)

**126.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[hitman\\_py's solution](#)

**127.**

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · Python 3 (first AC) · Tags: binary search, greedy, two pointers

[hitman\\_py's solution](#)

**128.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[hitman\\_py's solution](#)

**129.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[hitman\\_py's solution](#)

**130.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive  
[hitman\\_py's solution](#)

**131.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[hitman\\_py's solution](#)

**132.**

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: \*special, greedy, math  
[hitman\\_py's solution](#)

**133.**

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2026-02-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy  
[hitman\\_py's solution](#)

**134.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2026-01-27 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings  
[hitman\\_py's solution](#)

**135.**

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[hitman\\_py's solution](#)

**136.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy  
[hitman\\_py's solution](#)

**137.**

2173C

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

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[hitman\\_py's solution](#)

**138.**

2171D

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

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees  
[hitman\\_py's solution](#)

**139.**

2171C2

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

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy  
[hitman\\_py's solution](#)

**140.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy  
[hitman\\_py's solution](#)

**141.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[hitman\\_py's solution](#)

**142.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[hitman\\_py's solution](#)

**143.**

2156C

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

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · Python 3 (first AC) · Tags: greedy, math, number theory  
[hitman\\_py's solution](#)

**144.**

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory  
[hitman\\_py's solution](#)

**145.**

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[hitman\\_py's solution](#)

**146.**

2218F

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

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees  
[hitman\\_py's solution](#)

**147.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[hitman\\_py's solution](#)

**148.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: games, greedy, math, number theory  
[hitman\\_py's solution](#)

**149.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, greedy, math  
[hitman\\_py's solution](#)

**150.**

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2026-02-02 · PyPy 3-64 (first AC) · Tags: binary search, geometry, shortest paths,

sortings

[hitman\\_py's solution](#)

**151.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy

[hitman\\_py's solution](#)

**152.**

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2026-01-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[hitman\\_py's solution](#)

**153.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,058 global accepts · Rating: 1500 · first AC: 2026-01-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[hitman\\_py's solution](#)

**154.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[hitman\\_py's solution](#)

**155.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: binary search, math

[hitman\\_py's solution](#)

**156.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2026-01-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation

[hitman\\_py's solution](#)

**157.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2026-01-27 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp

[hitman\\_py's solution](#)

**158.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2026-01-26 · PyPy 3-64 (first AC) · Tags: dp

[hitman\\_py's solution](#)

**159.**

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2026-01-24 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[hitman\\_py's solution](#)

**160.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers

[hitman\\_py's solution](#)

**161.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2026-01-10 · Python 3 (first AC) · Tags: data structures, divide and conquer, sortings  
[hitman\\_py's solution](#)

**162.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[hitman\\_py's solution](#)

**163.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · Python 3 (first AC) · Tags: binary search, greedy, math, two pointers  
[hitman\\_py's solution](#)

**164.**

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory  
[hitman\\_py's solution](#)

**165.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[hitman\\_py's solution](#)

**166.**

2207C

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

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, math  
[hitman\\_py's solution](#)

**167.**

2207B

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

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-09 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[hitman\\_py's solution](#)

**168.**

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: \*special, constructive algorithms, greedy  
[hitman\\_py's solution](#)

**169.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2026-02-10 · PyPy 3-64 (first AC) · Tags: dp  
[hitman\\_py's solution](#)

**170.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2026-02-09 · PyPy 3-64 (first AC) · Tags: bitmasks, math  
[hitman\\_py's solution](#)

**171.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, strings  
[hitman\\_py's solution](#)

**172.**

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2026-02-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[hitman\\_py's solution](#)

**173.**

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2026-01-24 · PyPy 3-64 (first AC) · Tags: combinatorics, math  
[hitman\\_py's solution](#)

**174.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[hitman\\_py's solution](#)

**175.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2026-01-22 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math  
[hitman\\_py's solution](#)

**176.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2026-01-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths  
[hitman\\_py's solution](#)

**177.**

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2026-01-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers  
[hitman\\_py's solution](#)

**178.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp  
[hitman\\_py's solution](#)

**179.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[hitman\\_py's solution](#)

**180.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, number theory  
[hitman\\_py's solution](#)

**181.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: combinatorics, dp, math  
[hitman\\_py's solution](#)

**182.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-18 · PyPy 3-64 (first AC) · Tags: games

[hitman\\_py's solution](#)

**183.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2025-12-13 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[hitman\\_py's solution](#)

**184.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: graphs, greedy, math

[hitman\\_py's solution](#)

**185.**

2171F

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

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[hitman\\_py's solution](#)

**186.**

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[hitman\\_py's solution](#)

**187.**

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · last AC: 2025-10-17 · Python 3 (first AC) · Tags: constructive algorithms, greedy, schedules

[hitman\\_py's solution](#)

**188.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1700 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[hitman\\_py's solution](#)

**189.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-04-05 · PyPy 3-64 (first AC) · Tags: math

[hitman\\_py's solution](#)

**190.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[hitman\\_py's solution](#)

**191.**

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, number theory

[hitman\\_py's solution](#)

**192.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[hitman\\_py's solution](#)

**193.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[hitman\\_py's solution](#)

**194.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp

[hitman\\_py's solution](#)

**195.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, graphs

[hitman\\_py's solution](#)

**196.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[hitman\\_py's solution](#)

**197.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[hitman\\_py's solution](#)

**198.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2026-02-05 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory

[hitman\\_py's solution](#)

**199.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2026-02-04 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[hitman\\_py's solution](#)

**200.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, implementation

[hitman\\_py's solution](#)

**201.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 1700 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[hitman\\_py's solution](#)

**202.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math  
[hitman\\_py's solution](#)

**203.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers  
[hitman\\_py's solution](#)

**204.**

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math  
[hitman\\_py's solution](#)

**205.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[hitman\\_py's solution](#)

**206.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs  
[hitman\\_py's solution](#)

**207.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: brute force, strings, two pointers  
[hitman\\_py's solution](#)

**208.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2026-01-15 · Python 3 (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[hitman\\_py's solution](#)

**209.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2026-01-14 · Python 3 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings  
[hitman\\_py's solution](#)

**210.**

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2026-01-14 · Python 3 (first AC) · Tags: binary search, interactive, ternary search  
[hitman\\_py's solution](#)

**211.**

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2026-01-14 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[hitman\\_py's solution](#)

**212.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2026-01-14 · Python 3 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[hitman\\_py's solution](#)

**213.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hitman\\_py's solution](#)

**214.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-18 · PyPy 3-64 (first AC) · Tags: dp, strings

[hitman\\_py's solution](#)

**215.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory

[hitman\\_py's solution](#)

**216.**

2163B

[Sigta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hitman\\_py's solution](#)

**217.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · Python 3 (first AC) · Tags: brute force, implementation

[hitman\\_py's solution](#)

**218.**

2218G

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

Quality: 3,633 global accepts · Rating: 1800 · first AC: 2026-04-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[hitman\\_py's solution](#)

**219.**

2211C2

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

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, greedy

[hitman\\_py's solution](#)

**220.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[hitman\\_py's solution](#)

**221.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-03-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, trees

[hitman\\_py's solution](#)

**222.**

2204E

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

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math  
[hitman\\_py's solution](#)

**223.**

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees  
[hitman\\_py's solution](#)

**224.**

2199D

[Two Arrays · Tutorial](#)

Quality: 277 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: \*special, math  
[hitman\\_py's solution](#)

**225.**

1509C

[The Sports Festival · Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[hitman\\_py's solution](#)

**226.**

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[hitman\\_py's solution](#)

**227.**

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math  
[hitman\\_py's solution](#)

**228.**

2185G

[Mixing MEXes · Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math  
[hitman\\_py's solution](#)

**229.**

1401D

[Maximum Distributed Tree · Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2026-01-13 · Python 3 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees  
[hitman\\_py's solution](#)

**230.**

2184E

[Exquisite Array · Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: combinatorics, data structures, dsu, sortings  
[hitman\\_py's solution](#)

**231.**

1437C

[Chef Monocarp · Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings  
[hitman\\_py's solution](#)

**232.**

1442B

[Identify the Operations · Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[hitman\\_py's solution](#)

**233.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: dp, strings

[hitman\\_py's solution](#)

**234.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2026-01-11 · Python 3 (first AC) · Tags: binary search, data structures, greedy

[hitman\\_py's solution](#)

**235.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[hitman\\_py's solution](#)

**236.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2026-01-09 · Python 3 (first AC) · Tags: dsu, graphs, greedy

[hitman\\_py's solution](#)

**237.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2026-01-09 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[hitman\\_py's solution](#)

**238.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2026-01-06 · Python 3 (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[hitman\\_py's solution](#)

**239.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2026-01-06 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hitman\\_py's solution](#)

**240.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[hitman\\_py's solution](#)

**241.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2026-01-04 · Python 3 (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[hitman\\_py's solution](#)

**242.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2026-01-04 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[hitman\\_py's solution](#)

**243.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2026-01-03 · Python 3 (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[hitman\\_py's solution](#)

**244.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2026-01-02 · Python 3 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[hitman\\_py's solution](#)

**245.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2026-01-02 · Python 3 (first AC) · Tags: combinatorics, math, probabilities, trees

[hitman\\_py's solution](#)

**246.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-01-01 · Python 3 (first AC) · Tags: bitmasks, combinatorics, dp

[hitman\\_py's solution](#)

**247.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2026-01-01 · Python 3 (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[hitman\\_py's solution](#)

**248.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2026-01-01 · Python 3 (first AC) · Tags: binary search, combinatorics, implementation, math

[hitman\\_py's solution](#)

**249.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2025-12-31 · Python 3 (first AC) · Tags: dp

[hitman\\_py's solution](#)

**250.**

2014E

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

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2025-12-31 · Python 3 (first AC) · Tags: dfs and similar, graphs, shortest paths

[hitman\\_py's solution](#)

**251.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2025-12-31 · Python 3 (first AC) · Tags: dp, implementation

[hitman\\_py's solution](#)

**252.**

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[hitman\\_py's solution](#)

**253.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-12-14 · PyPy 3-64 (first AC) · Tags: dp, greedy

[hitman\\_py's solution](#)

**254.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, sortings

[hitman\\_py's solution](#)

**255.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[hitman\\_py's solution](#)

**256.**

2217D

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

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[hitman\\_py's solution](#)

**257.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math

[hitman\\_py's solution](#)

**258.**

2200F

[MooClear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[hitman\\_py's solution](#)

**259.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[hitman\\_py's solution](#)

**260.**

2189D1

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

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[hitman\\_py's solution](#)

**261.**

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: dp, games, implementation, strings

[hitman\\_py's solution](#)

**262.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[hitman\\_py's solution](#)

**263.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · Python 3 (first AC) · Tags: dfs and similar, dp, graphs, trees

[hitman\\_py's solution](#)

**264.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-12-30 · Python 3 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[hitman\\_py's solution](#)

**265.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2025-12-30 · Python 3 (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[hitman\\_py's solution](#)

**266.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2025-12-29 · Python 3 (first AC) · Tags: binary search, dp, greedy, math

[hitman\\_py's solution](#)

**267.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[hitman\\_py's solution](#)

**268.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[hitman\\_py's solution](#)

**269.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[hitman\\_py's solution](#)

**270.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2025-12-26 · Python 3 (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[hitman\\_py's solution](#)

**271.**

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2025-12-26 · Python 3 (first AC) · Tags: dp

[hitman\\_py's solution](#)

**272.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-12-26 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[hitman\\_py's solution](#)

**273.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2025-12-26 · Python 3 (first AC) · Tags: geometry, greedy, implementation, sortings, two

pointers

[hitman\\_py's solution](#)

**274.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-12-26 · Python 3 (first AC) · Tags: constructive algorithms, graphs, greedy

[hitman\\_py's solution](#)

**275.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-12-25 · last AC: 2025-12-25 · Python 3 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[hitman\\_py's solution](#)

**276.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2025-12-25 · PyPy 3-64 (first AC) · Tags: greedy, math

[hitman\\_py's solution](#)

**277.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-12-25 · PyPy 3-64 (first AC) · Tags: data structures, strings, trees

[hitman\\_py's solution](#)

**278.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp

[hitman\\_py's solution](#)

**279.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

[hitman\\_py's solution](#)

**280.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[hitman\\_py's solution](#)

**281.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[hitman\\_py's solution](#)

**282.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2025-12-21 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings

[hitman\\_py's solution](#)

**283.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2025-12-21 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[hitman\\_py's solution](#)

**284.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math  
[hitman\\_py's solution](#)

**285.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees  
[hitman\\_py's solution](#)

**286.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[hitman\\_py's solution](#)

**287.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math  
[hitman\\_py's solution](#)

**288.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[hitman\\_py's solution](#)

**289.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2025-12-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees  
[hitman\\_py's solution](#)

**290.**

2001D

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

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation  
[hitman\\_py's solution](#)

**291.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-12-16 · Python 3 (first AC) · Tags: binary search, data structures, two pointers  
[hitman\\_py's solution](#)

**292.**

2014H

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

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2025-12-15 · Python 3 (first AC) · Tags: data structures, divide and conquer, greedy, hashing  
[hitman\\_py's solution](#)

**293.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2025-12-15 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, number theory, two pointers  
[hitman\\_py's solution](#)

**294.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-12-14 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings, two pointers

[hitman\\_py's solution](#)

**295.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-12-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, math, number theory

[hitman\\_py's solution](#)

**296.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · Python 3 (first AC) · Tags: dp

[hitman\\_py's solution](#)

**297.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[hitman\\_py's solution](#)

**298.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[hitman\\_py's solution](#)

**299.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[hitman\\_py's solution](#)

**300.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hitman\\_py's solution](#)

**301.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[hitman\\_py's solution](#)

**302.**

2217E

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

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[hitman\\_py's solution](#)

**303.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-03-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[hitman\\_py's solution](#)

**304.**

2195F

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

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-03-11 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, math, sortings  
[hitman\\_py's solution](#)

**305.**

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: \*special, combinatorics, math  
[hitman\\_py's solution](#)

**306.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math  
[hitman\\_py's solution](#)

**307.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy  
[hitman\\_py's solution](#)

**308.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2026-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[hitman\\_py's solution](#)

**309.**

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2026-02-19 · PyPy 3-64 (first AC) · Tags: data structures, graph matchings, greedy  
[hitman\\_py's solution](#)

**310.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2026-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math  
[hitman\\_py's solution](#)

**311.**

2126F

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

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2026-02-17 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees  
[hitman\\_py's solution](#)

**312.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2026-02-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings  
[hitman\\_py's solution](#)

**313.**

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2026-02-16 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math  
[hitman\\_py's solution](#)

**314.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[hitman\\_py's solution](#)

**315.**

2140D

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

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2026-02-14 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[hitman\\_py's solution](#)

**316.**

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2026-02-13 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[hitman\\_py's solution](#)

**317.**

2194E

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

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, implementation

[hitman\\_py's solution](#)

**318.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[hitman\\_py's solution](#)

**319.**

2179F

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

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[hitman\\_py's solution](#)

**320.**

2171G

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

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, greedy, math

[hitman\\_py's solution](#)

**321.**

2171E

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

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-12-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, number theory

[hitman\\_py's solution](#)

**322.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[hitman\\_py's solution](#)

**323.**

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-11-29 · Python 3 (first AC) · Tags: greedy, math, number theory

[hitman\\_py's solution](#)

**324.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[hitman\\_py's solution](#)

**325.**

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: dp, greedy, number theory  
[hitman\\_py's solution](#)

**326.**

2210D

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

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, strings, trees  
[hitman\\_py's solution](#)

**327.**

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[hitman\\_py's solution](#)

**328.**

2192E

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

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings  
[hitman\\_py's solution](#)

**329.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-03-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, interactive, sortings, trees  
[hitman\\_py's solution](#)

**330.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-03-06 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings  
[hitman\\_py's solution](#)

**331.**

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: \*special, binary search, greedy  
[hitman\\_py's solution](#)

**332.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[hitman\\_py's solution](#)

**333.**

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: dp, math, number theory  
[hitman\\_py's solution](#)

**334.**

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, data

structures, dfs and similar, greedy, implementation, trees

[hitman\\_py's solution](#)

**335.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[hitman\\_py's solution](#)

**336.**

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · Python 3 (first AC) · Tags: combinatorics, data structures, dp

[hitman\\_py's solution](#)

**337.**

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[hitman\\_py's solution](#)

**338.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[hitman\\_py's solution](#)

**339.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hitman\\_py's solution](#)

**340.**

2209E

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

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[hitman\\_py's solution](#)

**341.**

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[hitman\\_py's solution](#)

**342.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[hitman\\_py's solution](#)

**343.**

2189D2

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

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[hitman\\_py's solution](#)

**344.**

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-25 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dp, implementation,

math

[hitman\\_py's solution](#)

**345.**

2179G

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

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math

[hitman\\_py's solution](#)

**346.**

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-06 · Python 3 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[hitman\\_py's solution](#)

**347.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[hitman\\_py's solution](#)

**348.**

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[hitman\\_py's solution](#)

**349.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[hitman\\_py's solution](#)

**350.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[hitman\\_py's solution](#)

**351.**

2195G

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

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, graphs, trees

[hitman\\_py's solution](#)

**352.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[hitman\\_py's solution](#)

**353.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[hitman\\_py's solution](#)

**354.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, probabilities

[hitman\\_py's solution](#)

**355.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-04 · PyPy 3-64 (first AC) · Tags: dp, implementation

[hitman\\_py's solution](#)

**356.**

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, math

[hitman\\_py's solution](#)

**357.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[hitman\\_py's solution](#)

**358.**

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[hitman\\_py's solution](#)

**359.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[hitman\\_py's solution](#)

**360.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-13 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[hitman\\_py's solution](#)

**361.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[hitman\\_py's solution](#)

**362.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math

[hitman\\_py's solution](#)

**363.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: dp, greedy

[hitman\\_py's solution](#)

**364.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[hitman\\_py's solution](#)

**365.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[hitman\\_py's solution](#)

**366.**

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[hitman\\_py's solution](#)

**367.**

2202F

[Binary Not Search and Queries](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[hitman\\_py's solution](#)

**368.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[hitman\\_py's solution](#)

**369.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[hitman\\_py's solution](#)

**370.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[hitman\\_py's solution](#)

**371.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: binary search, interactive, math, sortings

[hitman\\_py's solution](#)

**372.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: graph matchings, greedy

[hitman\\_py's solution](#)

**373.**

2156E

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

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-11-29 · Python 3 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[hitman\\_py's solution](#)

**374.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[hitman\\_py's solution](#)

**375.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-01 · PyPy 3-64 (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[hitman\\_py's solution](#)

**376.**

2203F

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

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[hitman\\_py's solution](#)

**377.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[hitman\\_py's solution](#)

**378.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-11-30 · Python 3 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[hitman\\_py's solution](#)

**379.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-30 · Python 3 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[hitman\\_py's solution](#)

**380.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[hitman\\_py's solution](#)

**381.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[hitman\\_py's solution](#)

**382.**

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[hitman\\_py's solution](#)

**383.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[hitman\\_py's solution](#)

**384.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, probabilities

[hitman\\_py's solution](#)

**385.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math, trees

[hitman\\_py's solution](#)

**386.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[hitman\\_py's solution](#)

**387.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[hitman\\_py's solution](#)

**388.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-04 · PyPy 3-64 (first AC) · Tags: data structures, hashing

[hitman\\_py's solution](#)

**389.**

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[hitman\\_py's solution](#)

**390.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, trees

[hitman\\_py's solution](#)

**391.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[hitman\\_py's solution](#)

**392.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[hitman\\_py's solution](#)

**393.**

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings

[hitman\\_py's solution](#)

**394.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: dp, math

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**395.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[hitman\\_py's solution](#)

**396.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[hitman\\_py's solution](#)

**397.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

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**398.**

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

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**399.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[hitman\\_py's solution](#)

**400.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[hitman\\_py's solution](#)

**401.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: — · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: greedy

[hitman\\_py's solution](#)

**402.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-14 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, trees

[hitman\\_py's solution](#)

**403.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[hitman\\_py's solution](#)

**404.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hitman\\_py's solution](#)

**405.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[hitman\\_py's solution](#)

**406.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hitman\\_py's solution](#)

**407.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: \*special, brute force, games, interactive

[hitman\\_py's solution](#)

**408.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: \*special, bitmasks

[hitman\\_py's solution](#)

**409.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[hitman\\_py's solution](#)

**410.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[hitman\\_py's solution](#)

**411.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation

[hitman\\_py's solution](#)

**412.**

106284A

[B 80ÄDCä=C,,O C CCD8C`LCÔ8C♠>C](#)

Rating: — · first AC: 2026-01-06 · Python 3 (first AC) · Tags: —

[hitman\\_py's solution](#)

**413.**

106270C

[Gas Reservoir](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: —

[hitman\\_py's solution](#)

**414.**

106270B

[Boulevard of Broken Cars](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: —

[hitman\\_py's solution](#)

**415.**

106270A

[Mission Hexa](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: —

[hitman\\_py's solution](#)

**416.**

106235A

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · last AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hitman\\_py's solution](#)

## 417.

2168C

### [Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[hitman\\_py's solution](#)

## 418.

2168A2

### [Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[hitman\\_py's solution](#)

## 419.

2168A1

### [Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[hitman\\_py's solution](#)