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Unique solved — hmmtmm

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2008B

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9.

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11.

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1530A

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1974B

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15.

1028A

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1789A

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32.

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977A

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67.

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69.

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71.

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72.

1676B

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73.

1676A

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1670A

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4A

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231A

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81.

71A

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82.

2005A

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83.

1238A

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977B

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92.

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93.

1624B

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94.

1675B

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95.

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2005B1

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97.

1772C

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98.

1690D

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1256A

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1607C

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101.

1490B

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102.

1676D

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Quality: 69,178 global accepts · Rating: 1000 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: strings

[hmmmmm's solution](#)

104.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: bitmasks

[hmmmmm's solution](#)

105.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: greedy, sortings

[hmmmmm's solution](#)

106.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: implementation, strings

[hmmmmm's solution](#)

107.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[hmmmmm's solution](#)

108.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math
[hmmmmm's solution](#)

109.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[hmmmmm's solution](#)

110.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings
[hmmmmm's solution](#)

111.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[hmmmmm's solution](#)

112.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers
[hmmmmm's solution](#)

113.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[hmmmmm's solution](#)

114.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths
[hmmmmm's solution](#)

115.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[hmmmmm's solution](#)

116.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-06-08 · PyPy 3-64 (first AC) · Tags: greedy, strings
[hmmmmm's solution](#)

117.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[hmmmmm's solution](#)

118.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[hmmmmm's solution](#)

119.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[hmmmmm's solution](#)

120.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: brute force, data structures, implementation, trees

[hmmmmm's solution](#)

121.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[hmmmmm's solution](#)

122.

2123D

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

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[hmmmmm's solution](#)

123.

2121C

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

Quality: 21,753 global accepts · Rating: 1200 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[hmmmmm's solution](#)

124.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hmmmmm's solution](#)

125.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[hmmmmm's solution](#)

126.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[hmmmmm's solution](#)

127.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[hmmmmm's solution](#)

128.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[hmmmmm's solution](#)

129.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[hmmmmm's solution](#)

130.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[hmmmmm's solution](#)

131.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[hmmmmm's solution](#)

132.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hmmmmm's solution](#)

133.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[hmmmmm's solution](#)

134.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hmmmmm's solution](#)

135.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[hmmmmm's solution](#)

136.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hmmmmm's solution](#)

137.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[hmmmmm's solution](#)

138.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2022-01-18 · last AC: 2022-06-06 · PyPy 3 (first AC) · Tags: sortings
[hmmmmm's solution](#)

139.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[hmmmmm's solution](#)

140.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation
[hmmmmm's solution](#)

141.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: brute force, data structures, number theory, two pointers
[hmmmmm's solution](#)

142.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: binary search, math
[hmmmmm's solution](#)

143.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,215 global accepts · Rating: 1300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[hmmmmm's solution](#)

144.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[hmmmmm's solution](#)

145.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[hmmmmm's solution](#)

146.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[hmmmmm's solution](#)

147.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[hmmmmm's solution](#)

148.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[hmmmmm's solution](#)

149.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[hmmmmm's solution](#)

150.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[hmmmmm's solution](#)

151.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[hmmmmm's solution](#)

152.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[hmmmmm's solution](#)

153.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[hmmmmm's solution](#)

154.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: greedy, implementation, math, number theory
[hmmmmm's solution](#)

155.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: implementation, sortings
[hmmmmm's solution](#)

156.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: brute force, dp
[hmmmmm's solution](#)

157.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2022-01-18 · PyPy 3 (first AC) · Tags: brute force
[hmmmmm's solution](#)

158.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[hmmmmm's solution](#)

159.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[hmmmmm's solution](#)

160.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[hmmmmm's solution](#)

161.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[hmmmmm's solution](#)

162.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hmmmmm's solution](#)

163.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[hmmmmm's solution](#)

164.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[hmmmmm's solution](#)

165.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[hmmmmm's solution](#)

166.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[hmmmmm's solution](#)

167.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[hmmmmm's solution](#)

168.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings
[hmmmmm's solution](#)

169.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy

[hmmmmm's solution](#)

170.

1676H1

[Maximum Crossings \(Easy Version\) · Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[hmmmmm's solution](#)

171.

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[hmmmmm's solution](#)

172.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[hmmmmm's solution](#)

173.

2008E

[Alternating String · Tutorial](#)

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[hmmmmm's solution](#)

174.

2001C

[Guess The Tree · Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[hmmmmm's solution](#)

175.

1552B

[Running for Gold · Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[hmmmmm's solution](#)

176.

1646C

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

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[hmmmmm's solution](#)

177.

1673C

[Palindrome Basis · Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[hmmmmm's solution](#)

178.

1789C

[Serval and Toxel's Arrays · Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[hmmmmm's solution](#)

179.

1759E

[The Humanoid · Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
[hmmmmm's solution](#)

180.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
[hmmmmm's solution](#)

181.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings
[hmmmmm's solution](#)

182.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,865 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[hmmmmm's solution](#)

183.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[hmmmmm's solution](#)

184.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[hmmmmm's solution](#)

185.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[hmmmmm's solution](#)

186.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[hmmmmm's solution](#)

187.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[hmmmmm's solution](#)

188.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings
[hmmmmm's solution](#)

189.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[hmmmmm's solution](#)

190.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[hmmmmm's solution](#)

191.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[hmmmmm's solution](#)

192.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, sortings

[hmmmmm's solution](#)

193.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[hmmmmm's solution](#)

194.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[hmmmmm's solution](#)

195.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[hmmmmm's solution](#)

196.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[hmmmmm's solution](#)

197.

2123F

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

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[hmmmmm's solution](#)

198.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[hmmmmm's solution](#)

199.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[hmmmmm's solution](#)

200.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hmmmmm's solution](#)

201.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[hmmmmm's solution](#)

202.

1694D

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

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[hmmmmm's solution](#)

203.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[hmmmmm's solution](#)

204.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings
[hmmmmm's solution](#)

205.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp
[hmmmmm's solution](#)

206.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,128 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
[hmmmmm's solution](#)

207.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[hmmmmm's solution](#)

208.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[hmmmmm's solution](#)

209.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[hmmmmm's solution](#)

210.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[hmmmmm's solution](#)

211.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[hmmmmm's solution](#)

212.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[hmmmmm's solution](#)

213.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[hmmmmm's solution](#)

214.

1853D

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

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[hmmmmm's solution](#)

215.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[hmmmmm's solution](#)

216.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[hmmmmm's solution](#)

217.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hmmmmm's solution](#)

218.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hmmmmm's solution](#)

219.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[hmmmmm's solution](#)

220.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[hmmmmm's solution](#)

221.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hmmmmm's solution](#)

222.

2001D

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

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[hmmmmm's solution](#)

223.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[hmmmmm's solution](#)

224.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[hmmmmm's solution](#)

225.

1928D

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

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[hmmmmm's solution](#)

226.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[hmmmmm's solution](#)

227.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[hmmmmm's solution](#)

228.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[hmmmmm's solution](#)

229.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[hmmmmm's solution](#)

230.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[hmmmmm's solution](#)

231.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[hmmmmm's solution](#)

232.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[hmmmmm's solution](#)

233.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[hmmmmm's solution](#)

234.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[hmmmmm's solution](#)

235.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[hmmmmm's solution](#)

236.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[hmmmmm's solution](#)

237.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[hmmmmm's solution](#)

238.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[hmmmmm's solution](#)

239.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[hmmmmm's solution](#)

240.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
[hmmmmm's solution](#)

241.

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[hmmmmm's solution](#)

242.

1552F

[Telepanting · Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[hmmmmm's solution](#)

243.

1646E

[Power Board · Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[hmmmmm's solution](#)

244.

1238F

[The Maximum Subtree · Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[hmmmmm's solution](#)

245.

1238E

[Keyboard Purchase · Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[hmmmmm's solution](#)

246.

1921G

[Mischievous Shooter · Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
[hmmmmm's solution](#)

247.

1832E

[Combinatorics Problem · Tutorial](#)

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[hmmmmm's solution](#)

248.

2121H

[Ice Baby · Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[hmmmmm's solution](#)

249.

708C

[Centroids · Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[hmmmmm's solution](#)

250.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[hmmmmm's solution](#)

251.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[hmmmmm's solution](#)

252.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[hmmmmm's solution](#)

253.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[hmmmmm's solution](#)

254.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[hmmmmm's solution](#)

255.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[hmmmmm's solution](#)

256.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[hmmmmm's solution](#)

257.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[hmmmmm's solution](#)

258.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hmmmmm's solution](#)

259.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[hmmmmm's solution](#)

260.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[hmmmmm's solution](#)

261.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[hmmmmm's solution](#)

262.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[hmmmmm's solution](#)

263.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[hmmmmm's solution](#)

264.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[hmmmmm's solution](#)

265.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2900 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[hmmmmm's solution](#)

266.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[hmmmmm's solution](#)

267.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[hmmmmm's solution](#)

268.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[hmmmmm's solution](#)

269.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[hmmmmm's solution](#)

270.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[hmmmmm's solution](#)

271.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[hmmmmm's solution](#)

272.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[hmmmmm's solution](#)

273.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[hmmmmm's solution](#)

274.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[hmmmmm's solution](#)

275.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory, trees

[hmmmmm's solution](#)

276.

105701D

[A: 10536 @ D²Ô?D4BCTHCTAD\\$2CT=CÔ8C#8](#)

Rating: — · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

277.

105701A

[A: 10536 @ D²Ô?D4BCTHCTAD\\$2CT=CÔ8C#8](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

278.

105701B

[A40CD6C](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

279.

105701C

[ASKDRG :C 4CT@CT2DÄ5C](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

280.

1056755

[B 00c#0äAD\\$L C#2C 4D 0D\\$>C](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

281.

105700D

[AD>0#C 4 C,=#C\\$5D BCä@C <](#)

Rating: — · first AC: 2026-04-09 · last AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[hmmmmm's solution](#)

282.

105700B

[B 500#D`5 C#@CäAD\\$>D K](#)

Rating: — · first AC: 2026-04-09 · last AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

283.

105700A

[A05D#Cä:C @D\\$K](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

284.

1036327

[B\\$00c#C`KC' 3D CCp](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

285.

1036326

[B0D#0T4C,,FC,,O C00 B 8D 8D4A](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

286.

1036325

[AÄ00#AC,,<C,,7C FC,,O C\\$KC,,3D KD,,0](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hmmmmm's solution](#)

287.

103195C

[A07C#B#0 CD;D# 2C =C0>C•](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hmmmmm's solution](#)

288.

103195A

[A0#0T4D2 4Cä<Cä9](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hmmmmm's solution](#)

289.

103195D

[B\\$0#0D A C#>CD<C0>Cd5D BC\\$0CÄ8](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hmmmmm's solution](#)

290.

103194D

[B 5D#C,,@Cä2C#0 CÄ0D\\$@C,,FD°](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hmmmmm's solution](#)

291.

103194B

[AD20R;DäAD\\$@D°](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hmmmmm's solution](#)

292.

103806C

[Teatro · Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[hmmmmm's solution](#)

293.

103806D

[Sumas · Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[hmmmmm's solution](#)

294.

103720F

[A Uct0:CaBCDKDT0](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hmmmmm's solution](#)

295.

103720G

[ÄÄ=Ca6CTAD\\$2Câ A Ct0Cô@CäAC <C€](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hmmmmm's solution](#)

296.

103720E

[ÄÄ0C=AGr;C,,7C,,@D49 AND](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hmmmmm's solution](#)

297.

103720D

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hmmmmm's solution](#)

298.

103720C

[AÔ506a@C 2C,,;DÄ=C O Dô1C´>CÔO](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hmmmmm's solution](#)

299.

103720B

[AÎ´4T0D;Dò C,,EC 8C´0](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[hmmmmm's solution](#)

300.

103720A

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