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Unique solved — hoangnguyen09022004

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

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

Filters: [none](#)

Count: 360

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,694 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)
[hoangnguyen09022004's solution](#)

2.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: [games](#)
[hoangnguyen09022004's solution](#)

3.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#)
[hoangnguyen09022004's solution](#)

4.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [strings](#)
[hoangnguyen09022004's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)
[hoangnguyen09022004's solution](#)

6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [strings](#)
[hoangnguyen09022004's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [number theory](#)
[hoangnguyen09022004's solution](#)

8.

2176A

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

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)
[hoangnguyen09022004's solution](#)

9.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)
[hoangnguyen09022004's solution](#)

10.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[hoangnguyen09022004's solution](#)

11.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[hoangnguyen09022004's solution](#)

12.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[hoangnguyen09022004's solution](#)

13.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[hoangnguyen09022004's solution](#)

14.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[hoangnguyen09022004's solution](#)

15.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[hoangnguyen09022004's solution](#)

16.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[hoangnguyen09022004's solution](#)

17.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[hoangnguyen09022004's solution](#)

18.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,301 global accepts · Rating: 800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[hoangnguyen09022004's solution](#)

19.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[hoangnguyen09022004's solution](#)

20.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[hoangnguyen09022004's solution](#)

21.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[hoangnguyen09022004's solution](#)

22.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[hoangnguyen09022004's solution](#)

23.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[hoangnguyen09022004's solution](#)

24.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[hoangnguyen09022004's solution](#)

25.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[hoangnguyen09022004's solution](#)

26.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math
[hoangnguyen09022004's solution](#)

27.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[hoangnguyen09022004's solution](#)

28.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[hoangnguyen09022004's solution](#)

29.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[hoangnguyen09022004's solution](#)

30.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hoangnguyen09022004's solution](#)

31.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[hoangnguyen09022004's solution](#)

32.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[hoangnguyen09022004's solution](#)

33.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[hoangnguyen09022004's solution](#)

34.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[hoangnguyen09022004's solution](#)

35.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[hoangnguyen09022004's solution](#)

36.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[hoangnguyen09022004's solution](#)

37.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[hoangnguyen09022004's solution](#)

38.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hoangnguyen09022004's solution](#)

39.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[hoangnguyen09022004's solution](#)

40.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hoangnguyen09022004's solution](#)

41.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[hoangnguyen09022004's solution](#)

42.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[hoangnguyen09022004's solution](#)

43.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[hoangnguyen09022004's solution](#)

44.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[hoangnguyen09022004's solution](#)

45.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[hoangnguyen09022004's solution](#)

46.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[hoangnguyen09022004's solution](#)

47.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[hoangnguyen09022004's solution](#)

48.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hoangnguyen09022004's solution](#)

49.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[hoangnguyen09022004's solution](#)

50.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[hoangnguyen09022004's solution](#)

51.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[hoangnguyen09022004's solution](#)

52.

2028A

[Alice's Adventures in "Chess" · Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[hoangnguyen09022004's solution](#)

53.

1138A

[Sushi for Two · Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation
[hoangnguyen09022004's solution](#)

54.

2176B

[Optimal Shifts · Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
[hoangnguyen09022004's solution](#)

55.

2156B

[Strange Machine · Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[hoangnguyen09022004's solution](#)

56.

2145B

[Deck of Cards · Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[hoangnguyen09022004's solution](#)

57.

2092B

[Lady Bug · Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[hoangnguyen09022004's solution](#)

58.

2055B

[Crafting · Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hoangnguyen09022004's solution](#)

59.

2057B

[Gorilla and the Exam · Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[hoangnguyen09022004's solution](#)

60.

2040B

[Paint a Strip · Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hoangnguyen09022004's solution](#)

61.

2034B

[Rakhsh's Revival · Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[hoangnguyen09022004's solution](#)

62.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[hoangnguyen09022004's solution](#)

63.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[hoangnguyen09022004's solution](#)

64.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[hoangnguyen09022004's solution](#)

65.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[hoangnguyen09022004's solution](#)

66.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[hoangnguyen09022004's solution](#)

67.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hoangnguyen09022004's solution](#)

68.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[hoangnguyen09022004's solution](#)

69.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hoangnguyen09022004's solution](#)

70.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[hoangnguyen09022004's solution](#)

71.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[hoangnguyen09022004's solution](#)

72.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[hoangnguyen09022004's solution](#)

73.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[hoangnguyen09022004's solution](#)

74.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[hoangnguyen09022004's solution](#)

75.

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[hoangnguyen09022004's solution](#)

76.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[hoangnguyen09022004's solution](#)

77.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[hoangnguyen09022004's solution](#)

78.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[hoangnguyen09022004's solution](#)

79.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[hoangnguyen09022004's solution](#)

80.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[hoangnguyen09022004's solution](#)

81.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[hoangnguyen09022004's solution](#)

82.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[hoangnguyen09022004's solution](#)

83.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[hoangnguyen09022004's solution](#)

84.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[hoangnguyen09022004's solution](#)

85.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[hoangnguyen09022004's solution](#)

86.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[hoangnguyen09022004's solution](#)

87.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[hoangnguyen09022004's solution](#)

88.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[hoangnguyen09022004's solution](#)

89.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[hoangnguyen09022004's solution](#)

90.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[hoangnguyen09022004's solution](#)

91.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[hoangnguyen09022004's solution](#)

92.

2075B

[Array Recoloring](#) · Tutorial

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[hoangnguyen09022004's solution](#)

93.

2064C

[Remove the Ends](#) · Tutorial

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[hoangnguyen09022004's solution](#)

94.

2059B

[Cost of the Array](#) · Tutorial

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[hoangnguyen09022004's solution](#)

95.

2056B

[Find the Permutation](#) · Tutorial

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[hoangnguyen09022004's solution](#)

96.

2049B

[pspspsps](#) · Tutorial

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[hoangnguyen09022004's solution](#)

97.

2031C

[Penchick and BBQ Buns](#) · Tutorial

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[hoangnguyen09022004's solution](#)

98.

2024C

[Concatenation of Arrays](#) · Tutorial

Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[hoangnguyen09022004's solution](#)

99.

2157C

[Meximum Array 2](#) · Tutorial

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hoangnguyen09022004's solution](#)

100.

2156C

[Maximum GCD on Whiteboard](#) · Tutorial

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[hoangnguyen09022004's solution](#)

101.

2084C

[You Soared Afar With Grace](#) · Tutorial

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[hoangnguyen09022004's solution](#)

102.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[hoangnguyen09022004's solution](#)

103.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[hoangnguyen09022004's solution](#)

104.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[hoangnguyen09022004's solution](#)

105.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[hoangnguyen09022004's solution](#)

106.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[hoangnguyen09022004's solution](#)

107.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[hoangnguyen09022004's solution](#)

108.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[hoangnguyen09022004's solution](#)

109.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[hoangnguyen09022004's solution](#)

110.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[hoangnguyen09022004's solution](#)

111.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[hoangnguyen09022004's solution](#)

112.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[hoangnguyen09022004's solution](#)

113.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[hoangnguyen09022004's solution](#)

114.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[hoangnguyen09022004's solution](#)

115.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[hoangnguyen09022004's solution](#)

116.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[hoangnguyen09022004's solution](#)

117.

2207B

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

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[hoangnguyen09022004's solution](#)

118.

2196B

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

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[hoangnguyen09022004's solution](#)

119.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[hoangnguyen09022004's solution](#)

120.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[hoangnguyen09022004's solution](#)

121.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[hoangnguyen09022004's solution](#)

122.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[hoangnguyen09022004's solution](#)

123.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[hoangnguyen09022004's solution](#)

124.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[hoangnguyen09022004's solution](#)

125.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[hoangnguyen09022004's solution](#)

126.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[hoangnguyen09022004's solution](#)

127.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[hoangnguyen09022004's solution](#)

128.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[hoangnguyen09022004's solution](#)

129.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[hoangnguyen09022004's solution](#)

130.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[hoangnguyen09022004's solution](#)

131.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[hoangnguyen09022004's solution](#)

132.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[hoangnguyen09022004's solution](#)

133.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[hoangnguyen09022004's solution](#)

134.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[hoangnguyen09022004's solution](#)

135.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hoangnguyen09022004's solution](#)

136.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[hoangnguyen09022004's solution](#)

137.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[hoangnguyen09022004's solution](#)

138.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[hoangnguyen09022004's solution](#)

139.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[hoangnguyen09022004's solution](#)

140.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[hoangnguyen09022004's solution](#)

141.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[hoangnguyen09022004's solution](#)

142.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[hoangnguyen09022004's solution](#)

143.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[hoangnguyen09022004's solution](#)

144.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[hoangnguyen09022004's solution](#)

145.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[hoangnguyen09022004's solution](#)

146.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[hoangnguyen09022004's solution](#)

147.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[hoangnguyen09022004's solution](#)

148.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[hoangnguyen09022004's solution](#)

149.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[hoangnguyen09022004's solution](#)

150.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[hoangnguyen09022004's solution](#)

151.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[hoangnguyen09022004's solution](#)

152.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[hoangnguyen09022004's solution](#)

153.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[hoangnguyen09022004's solution](#)

154.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[hoangnguyen09022004's solution](#)

155.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[hoangnguyen09022004's solution](#)

156.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[hoangnguyen09022004's solution](#)

157.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[hoangnguyen09022004's solution](#)

158.

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[hoangnguyen09022004's solution](#)

159.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[hoangnguyen09022004's solution](#)

160.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[hoangnguyen09022004's solution](#)

161.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hoangnguyen09022004's solution](#)

162.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[hoangnguyen09022004's solution](#)

163.

1740E

[Hanging Hearts](#) · Tutorial

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[hoangnguyen09022004's solution](#)

164.

280B

[Maximum Xor Secondary](#) · Tutorial

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[hoangnguyen09022004's solution](#)

165.

888E

[Maximum Subsequence](#) · Tutorial

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2024-05-17 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[hoangnguyen09022004's solution](#)

166.

2180D

[Insolvable Disks](#) · Tutorial

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[hoangnguyen09022004's solution](#)

167.

2018B

[Speedbreaker](#) · Tutorial

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[hoangnguyen09022004's solution](#)

168.

2157E

[Adjusting Drones](#) · Tutorial

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[hoangnguyen09022004's solution](#)

169.

2156D

[Find the Last Number](#) · Tutorial

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hoangnguyen09022004's solution](#)

170.

2078E

[Finding OR Sum](#) · Tutorial

Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, interactive, math

[hoangnguyen09022004's solution](#)

171.

2064D

[Eating](#) · Tutorial

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[hoangnguyen09022004's solution](#)

172.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[hoangnguyen09022004's solution](#)

173.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[hoangnguyen09022004's solution](#)

174.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[hoangnguyen09022004's solution](#)

175.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers
[hoangnguyen09022004's solution](#)

176.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[hoangnguyen09022004's solution](#)

177.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
[hoangnguyen09022004's solution](#)

178.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings
[hoangnguyen09022004's solution](#)

179.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[hoangnguyen09022004's solution](#)

180.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[hoangnguyen09022004's solution](#)

181.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[hoangnguyen09022004's solution](#)

182.

2178E

[Flatten or Concatenate](#) · Tutorial

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[hoangnguyen09022004's solution](#)

183.

2135C

[By the Assignment](#) · Tutorial

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[hoangnguyen09022004's solution](#)

184.

2075D

[Equalization](#) · Tutorial

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[hoangnguyen09022004's solution](#)

185.

468B

[Two Sets](#) · Tutorial

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[hoangnguyen09022004's solution](#)

186.

237E

[Build String](#) · Tutorial

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[hoangnguyen09022004's solution](#)

187.

2061E

[Kevin and And](#) · Tutorial

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[hoangnguyen09022004's solution](#)

188.

2057D

[Gifts Order](#) · Tutorial

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[hoangnguyen09022004's solution](#)

189.

1513D

[GCD and MST](#) · Tutorial

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[hoangnguyen09022004's solution](#)

190.

2028D

[Alice's Adventures in Cards](#) · Tutorial

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[hoangnguyen09022004's solution](#)

191.

461B

[Appleman and Tree](#) · Tutorial

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[hoangnguyen09022004's solution](#)

192.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[hoangnguyen09022004's solution](#)

193.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[hoangnguyen09022004's solution](#)

194.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[hoangnguyen09022004's solution](#)

195.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[hoangnguyen09022004's solution](#)

196.

2150C

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

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[hoangnguyen09022004's solution](#)

197.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[hoangnguyen09022004's solution](#)

198.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hoangnguyen09022004's solution](#)

199.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[hoangnguyen09022004's solution](#)

200.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number theory

[hoangnguyen09022004's solution](#)

201.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, math

[hoangnguyen09022004's solution](#)

202.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-11-10 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[hoangnguyen09022004's solution](#)

203.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[hoangnguyen09022004's solution](#)

204.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[hoangnguyen09022004's solution](#)

205.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[hoangnguyen09022004's solution](#)

206.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[hoangnguyen09022004's solution](#)

207.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hoangnguyen09022004's solution](#)

208.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[hoangnguyen09022004's solution](#)

209.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[hoangnguyen09022004's solution](#)

210.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[hoangnguyen09022004's solution](#)

211.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[hoangnguyen09022004's solution](#)

212.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[hoangnguyen09022004's solution](#)

213.

2207D

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[hoangnguyen09022004's solution](#)

214.

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math

[hoangnguyen09022004's solution](#)

215.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[hoangnguyen09022004's solution](#)

216.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[hoangnguyen09022004's solution](#)

217.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[hoangnguyen09022004's solution](#)

218.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[hoangnguyen09022004's solution](#)

219.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[hoangnguyen09022004's solution](#)

220.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[hoangnguyen09022004's solution](#)

221.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[hoangnguyen09022004's solution](#)

222.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[hoangnguyen09022004's solution](#)

223.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[hoangnguyen09022004's solution](#)

224.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[hoangnguyen09022004's solution](#)

225.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[hoangnguyen09022004's solution](#)

226.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[hoangnguyen09022004's solution](#)

227.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[hoangnguyen09022004's solution](#)

228.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[hoangnguyen09022004's solution](#)

229.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[hoangnguyen09022004's solution](#)

230.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[hoangnguyen09022004's solution](#)

231.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[hoangnguyen09022004's solution](#)

232.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[hoangnguyen09022004's solution](#)

233.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[hoangnguyen09022004's solution](#)

234.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[hoangnguyen09022004's solution](#)

235.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[hoangnguyen09022004's solution](#)

236.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[hoangnguyen09022004's solution](#)

237.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[hoangnguyen09022004's solution](#)

238.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[hoangnguyen09022004's solution](#)

239.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[hoangnguyen09022004's solution](#)

240.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[hoangnguyen09022004's solution](#)

241.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[hoangnguyen09022004's solution](#)

242.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[hoangnguyen09022004's solution](#)

243.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[hoangnguyen09022004's solution](#)

244.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[hoangnguyen09022004's solution](#)

245.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu

[hoangnguyen09022004's solution](#)

246.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[hoangnguyen09022004's solution](#)

247.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[hoangnguyen09022004's solution](#)

248.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[hoangnguyen09022004's solution](#)

249.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[hoangnguyen09022004's solution](#)

250.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[hoangnguyen09022004's solution](#)

251.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[hoangnguyen09022004's solution](#)

252.

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[hoangnguyen09022004's solution](#)

253.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[hoangnguyen09022004's solution](#)

254.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[hoangnguyen09022004's solution](#)

255.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[hoangnguyen09022004's solution](#)

256.

866D

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

Rating: 2400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[hoangnguyen09022004's solution](#)

257.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[hoangnguyen09022004's solution](#)

258.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[hoangnguyen09022004's solution](#)

259.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[hoangnguyen09022004's solution](#)

260.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[hoangnguyen09022004's solution](#)

261.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[hoangnguyen09022004's solution](#)

262.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[hoangnguyen09022004's solution](#)

263.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[hoangnguyen09022004's solution](#)

264.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[hoangnguyen09022004's solution](#)

265.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[hoangnguyen09022004's solution](#)

266.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[hoangnguyen09022004's solution](#)

267.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[hoangnguyen09022004's solution](#)

268.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft

[hoangnguyen09022004's solution](#)

269.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[hoangnguyen09022004's solution](#)

270.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[hoangnguyen09022004's solution](#)

271.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[hoangnguyen09022004's solution](#)

272.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[hoangnguyen09022004's solution](#)

273.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games
[hoangnguyen09022004's solution](#)

274.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math
[hoangnguyen09022004's solution](#)

275.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-12-09 · last AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[hoangnguyen09022004's solution](#)

276.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[hoangnguyen09022004's solution](#)

277.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[hoangnguyen09022004's solution](#)

278.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[hoangnguyen09022004's solution](#)

279.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[hoangnguyen09022004's solution](#)

280.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[hoangnguyen09022004's solution](#)

281.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[hoangnguyen09022004's solution](#)

282.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[hoangnguyen09022004's solution](#)

283.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[hoangnguyen09022004's solution](#)

284.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[hoangnguyen09022004's solution](#)

285.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[hoangnguyen09022004's solution](#)

286.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[hoangnguyen09022004's solution](#)

287.

1346H

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

Quality: 61 global accepts · Rating: 2700 · first AC: 2026-01-10 · Kotlin 1.7 (first AC) · Tags: *special, data structures, games

[hoangnguyen09022004's solution](#)

288.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[hoangnguyen09022004's solution](#)

289.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs

[hoangnguyen09022004's solution](#)

290.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[hoangnguyen09022004's solution](#)

291.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[hoangnguyen09022004's solution](#)

292.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, math
[hoangnguyen09022004's solution](#)

293.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[hoangnguyen09022004's solution](#)

294.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[hoangnguyen09022004's solution](#)

295.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[hoangnguyen09022004's solution](#)

296.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory
[hoangnguyen09022004's solution](#)

297.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[hoangnguyen09022004's solution](#)

298.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[hoangnguyen09022004's solution](#)

299.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities
[hoangnguyen09022004's solution](#)

300.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities
[hoangnguyen09022004's solution](#)

301.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[hoangnguyen09022004's solution](#)

302.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities
[hoangnguyen09022004's solution](#)

303.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[hoangnguyen09022004's solution](#)

304.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[hoangnguyen09022004's solution](#)

305.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hoangnguyen09022004's solution](#)

306.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[hoangnguyen09022004's solution](#)

307.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[hoangnguyen09022004's solution](#)

308.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[hoangnguyen09022004's solution](#)

309.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[hoangnguyen09022004's solution](#)

310.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hoangnguyen09022004's solution](#)

311.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[hoangnguyen09022004's solution](#)

312.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2025-10-05 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures

[hoangnguyen09022004's solution](#)

313.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math
[hoangnguyen09022004's solution](#)

314.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[hoangnguyen09022004's solution](#)

315.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[hoangnguyen09022004's solution](#)

316.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[hoangnguyen09022004's solution](#)

317.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[hoangnguyen09022004's solution](#)

318.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs
[hoangnguyen09022004's solution](#)

319.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[hoangnguyen09022004's solution](#)

320.

2001E2

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

Quality: 286 global accepts · Rating: 2900 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[hoangnguyen09022004's solution](#)

321.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[hoangnguyen09022004's solution](#)

322.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[hoangnguyen09022004's solution](#)

323.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[hoangnguyen09022004's solution](#)

324.

679D

[Bear and Chase](#) · Tutorial

Quality: 343 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[hoangnguyen09022004's solution](#)

325.

1562F

[Tubular Bells](#) · Tutorial

Quality: 457 global accepts · Rating: 2900 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory, probabilities

[hoangnguyen09022004's solution](#)

326.

2023D

[Many Games](#) · Tutorial

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[hoangnguyen09022004's solution](#)

327.

1198F

[GCD Groups 2](#) · Tutorial

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[hoangnguyen09022004's solution](#)

328.

364D

[Ghd](#) · Tutorial

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[hoangnguyen09022004's solution](#)

329.

217D

[Bitonix' Patrol](#) · Tutorial

Quality: 273 global accepts · Rating: 2900 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[hoangnguyen09022004's solution](#)

330.

2134F

[Permutation Oddness](#) · Tutorial

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[hoangnguyen09022004's solution](#)

331.

1528E

[Mashtali and Hagh Trees](#) · Tutorial

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[hoangnguyen09022004's solution](#)

332.

960G

[Bandit Blues](#) · Tutorial

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[hoangnguyen09022004's solution](#)

333.

1713F

[Lost Array](#) · Tutorial

Quality: 689 global accepts · Rating: 2900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[hoangnguyen09022004's solution](#)

334.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[hoangnguyen09022004's solution](#)

335.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[hoangnguyen09022004's solution](#)

336.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[hoangnguyen09022004's solution](#)

337.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[hoangnguyen09022004's solution](#)

338.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[hoangnguyen09022004's solution](#)

339.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[hoangnguyen09022004's solution](#)

340.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[hoangnguyen09022004's solution](#)

341.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[hoangnguyen09022004's solution](#)

342.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[hoangnguyen09022004's solution](#)

343.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[hoangnguyen09022004's solution](#)

344.

2018F2

[Speedbreaker Counting \(Medium Version\) · Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[hoangnguyen09022004's solution](#)

345.

1616H

[Keep XOR Low · Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[hoangnguyen09022004's solution](#)

346.

809E

[Surprise me! · Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees
[hoangnguyen09022004's solution](#)

347.

2147G

[Modular Tetration · Tutorial](#)

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[hoangnguyen09022004's solution](#)

348.

1286D

[LCC · Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities
[hoangnguyen09022004's solution](#)

349.

1067D

[Computer Game · Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities
[hoangnguyen09022004's solution](#)

350.

1924E

[Paper Cutting Again · Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[hoangnguyen09022004's solution](#)

351.

1951G

[Clacking Balls · Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[hoangnguyen09022004's solution](#)

352.

2018F3

[Speedbreaker Counting \(Hard Version\) · Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[hoangnguyen09022004's solution](#)

353.

2030G2

[The Destruction of the Universe \(Hard Version\) · Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[hoangnguyen09022004's solution](#)

354.

2023E

[Tree of Life · Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[hoangnguyen09022004's solution](#)

355.

105386K

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[hoangnguyen09022004's solution](#)

356.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[hoangnguyen09022004's solution](#)

357.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[hoangnguyen09022004's solution](#)

358.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[hoangnguyen09022004's solution](#)

359.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · last AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[hoangnguyen09022004's solution](#)

360.

100503D

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

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[hoangnguyen09022004's solution](#)