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# Unique solved — jaewoo2009

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1.

2163A

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2.

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2149B

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4.

2149A

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5.

2134A

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6.

2132A

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7.

2096A

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8.

2121B

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9.

2121A

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**10.**

2114A

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**11.**

2061A

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2053A

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**13.**

2031A

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**14.**

1929B

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**15.**

1929A

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2035A

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**17.**

1534A

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**18.**

2002A

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**19.**

1870A

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**20.**

1867A

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1858A

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1851B

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1851A

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**25.**

1863A

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**26.**

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1862B

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1862A

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**29.**

1758A

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1864A

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1796A

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1799A

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**33.**

1792A

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**34.**

1782A

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**36.**

1736A

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**37.**

1749A

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**38.**

1744B

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1744A

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1746B

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**41.**

1746A

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**42.**

1574A

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**43.**

1566B

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1566A

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**45.**

1567A

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**46.**

1556A

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**47.**

1562A

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**48.**

1560C

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**49.**

1560B

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**50.**

1560A

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1498A

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**52.**

1536A

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1535A

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1520B

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1520A

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**56.**

1492A

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**57.**

1490A

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1480A

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**65.**

1454A

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**66.**

1462B

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**67.**

1462A

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**68.**

1367B

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**69.**

1367A

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**70.**

1466A

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**71.**

1466B

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**72.**

1468E

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**73.**

1399B

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**74.**

1399A

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**75.**

71A

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**76.**

4A

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**77.**

2149C

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**78.**

2114B

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**79.**

2031B

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**80.**

2026A

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**81.**

2035B

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**82.**

1860A

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**83.**

1758B

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**84.**

1732B

[Ugu](#) · [Tutorial](#)

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**85.**

1749B

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**86.**

1559B

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**87.**

1559A

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**88.**

1535B

[Array Reordering](#) · [Tutorial](#)

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**89.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

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**90.**

1480B

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**91.**

1475B

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**92.**

1475A

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**93.**

1467A

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**94.**

1471A

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**95.**

1462C

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**96.**

1468N

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**97.**

2114C

[Need More Arrays](#) · [Tutorial](#)

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**98.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[jaewoo2009's solution](#)

**99.**

1876A

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

Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[jaewoo2009's solution](#)

**100.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[jaewoo2009's solution](#)

**101.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[jaewoo2009's solution](#)

**102.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[jaewoo2009's solution](#)

**103.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[jaewoo2009's solution](#)

**104.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[jaewoo2009's solution](#)

**105.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[jaewoo2009's solution](#)

**106.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[jaewoo2009's solution](#)

**107.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[jaewoo2009's solution](#)

**108.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,100 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[jaewoo2009's solution](#)

**109.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[jaewoo2009's solution](#)

**110.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,940 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[jaewoo2009's solution](#)

**111.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[jaewoo2009's solution](#)

**112.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[jaewoo2009's solution](#)

**113.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[jaewoo2009's solution](#)

**114.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,145 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[jaewoo2009's solution](#)

**115.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[jaewoo2009's solution](#)

**116.**

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,334 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[jaewoo2009's solution](#)

**117.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[jaewoo2009's solution](#)

**118.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[jaewoo2009's solution](#)

**119.**

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jaewoo2009's solution](#)

**120.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,236 global accepts · Rating: 1000 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[jaewoo2009's solution](#)

**121.**

2155B

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

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[jaewoo2009's solution](#)

**122.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jaewoo2009's solution](#)

**123.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[jaewoo2009's solution](#)

**124.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jaewoo2009's solution](#)

**125.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[jaewoo2009's solution](#)

**126.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaewoo2009's solution](#)

**127.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[jaewoo2009's solution](#)

### 128.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[jaewoo2009's solution](#)

### 129.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[jaewoo2009's solution](#)

### 130.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[jaewoo2009's solution](#)

### 131.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[jaewoo2009's solution](#)

### 132.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[jaewoo2009's solution](#)

### 133.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,409 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[jaewoo2009's solution](#)

### 134.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,825 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[jaewoo2009's solution](#)

### 135.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[jaewoo2009's solution](#)

### 136.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[jaewoo2009's solution](#)

### 137.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[jaewoo2009's solution](#)

**138.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[jaewoo2009's solution](#)

**139.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,354 global accepts · Rating: 1200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[jaewoo2009's solution](#)

**140.**

2121C

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

Quality: 21,746 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[jaewoo2009's solution](#)

**141.**

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy  
[jaewoo2009's solution](#)

**142.**

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[jaewoo2009's solution](#)

**143.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math  
[jaewoo2009's solution](#)

**144.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation  
[jaewoo2009's solution](#)

**145.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[jaewoo2009's solution](#)

**146.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math  
[jaewoo2009's solution](#)

**147.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[jaewoo2009's solution](#)

**148.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jaewoo2009's solution](#)

### 149.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[jaewoo2009's solution](#)

### 150.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jaewoo2009's solution](#)

### 151.

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[jaewoo2009's solution](#)

### 152.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[jaewoo2009's solution](#)

### 153.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[jaewoo2009's solution](#)

### 154.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,487 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

[jaewoo2009's solution](#)

### 155.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[jaewoo2009's solution](#)

### 156.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[jaewoo2009's solution](#)

### 157.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,692 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[jaewoo2009's solution](#)

### 158.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[jaewoo2009's solution](#)

**159.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jaewoo2009's solution](#)

**160.**

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[jaewoo2009's solution](#)

**161.**

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[jaewoo2009's solution](#)

**162.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,207 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[jaewoo2009's solution](#)

**163.**

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jaewoo2009's solution](#)

**164.**

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

[jaewoo2009's solution](#)

**165.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[jaewoo2009's solution](#)

**166.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[jaewoo2009's solution](#)

**167.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[jaewoo2009's solution](#)

**168.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jaewoo2009's solution](#)

**169.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[jaewoo2009's solution](#)

**170.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[jaewoo2009's solution](#)

**171.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[jaewoo2009's solution](#)

**172.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[jaewoo2009's solution](#)

**173.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[jaewoo2009's solution](#)

**174.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[jaewoo2009's solution](#)

**175.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[jaewoo2009's solution](#)

**176.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[jaewoo2009's solution](#)

**177.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[jaewoo2009's solution](#)

**178.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jaewoo2009's solution](#)

**179.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[jaewoo2009's solution](#)

**180.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[jaewoo2009's solution](#)

**181.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[jaewoo2009's solution](#)

**182.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[jaewoo2009's solution](#)

**183.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[jaewoo2009's solution](#)

**184.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1300 · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[jaewoo2009's solution](#)

**185.**

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[jaewoo2009's solution](#)

**186.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[jaewoo2009's solution](#)

**187.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[jaewoo2009's solution](#)

**188.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jaewoo2009's solution](#)

**189.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[jaewoo2009's solution](#)

**190.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[jaewoo2009's solution](#)

**191.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[jaewoo2009's solution](#)

**192.**

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[jaewoo2009's solution](#)

**193.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[jaewoo2009's solution](#)

**194.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[jaewoo2009's solution](#)

**195.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[jaewoo2009's solution](#)

**196.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[jaewoo2009's solution](#)

**197.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jaewoo2009's solution](#)

**198.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[jaewoo2009's solution](#)

**199.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[jaewoo2009's solution](#)

**200.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[jaewoo2009's solution](#)

**201.**

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[jaewoo2009's solution](#)

**202.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[jaewoo2009's solution](#)

**203.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[jaewoo2009's solution](#)

**204.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[jaewoo2009's solution](#)

**205.**

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[jaewoo2009's solution](#)

**206.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[jaewoo2009's solution](#)

**207.**

2155C

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

Quality: 10,255 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[jaewoo2009's solution](#)

**208.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[jaewoo2009's solution](#)

**209.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[jaewoo2009's solution](#)

## 210.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[jaewoo2009's solution](#)

## 211.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,631 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[jaewoo2009's solution](#)

## 212.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[jaewoo2009's solution](#)

## 213.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jaewoo2009's solution](#)

## 214.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[jaewoo2009's solution](#)

## 215.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[jaewoo2009's solution](#)

## 216.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[jaewoo2009's solution](#)

## 217.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[jaewoo2009's solution](#)

## 218.

1744E1

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

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[jaewoo2009's solution](#)

## 219.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[jaewoo2009's solution](#)

**220.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[jaewoo2009's solution](#)

**221.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jaewoo2009's solution](#)

**222.**

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[jaewoo2009's solution](#)

**223.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[jaewoo2009's solution](#)

**224.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[jaewoo2009's solution](#)

**225.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[jaewoo2009's solution](#)

**226.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[jaewoo2009's solution](#)

**227.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[jaewoo2009's solution](#)

**228.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[jaewoo2009's solution](#)

**229.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[jaewoo2009's solution](#)

### 230.

2061D

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[jaewoo2009's solution](#)

### 231.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[jaewoo2009's solution](#)

### 232.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[jaewoo2009's solution](#)

### 233.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[jaewoo2009's solution](#)

### 234.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[jaewoo2009's solution](#)

### 235.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[jaewoo2009's solution](#)

### 236.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[jaewoo2009's solution](#)

### 237.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[jaewoo2009's solution](#)

### 238.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jaewoo2009's solution](#)

### 239.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[jaewoo2009's solution](#)

**240.**

1520F1

[Guess the K-th Zero \(Easy version\) · Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jaewoo2009's solution](#)

**241.**

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[jaewoo2009's solution](#)

**242.**

1481C

[Fence Painting · Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jaewoo2009's solution](#)

**243.**

1476C

[Longest Simple Cycle · Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[jaewoo2009's solution](#)

**244.**

1475E

[Advertising Agency · Tutorial](#)

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[jaewoo2009's solution](#)

**245.**

1469C

[Building a Fence · Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[jaewoo2009's solution](#)

**246.**

1468K

[The Robot · Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[jaewoo2009's solution](#)

**247.**

2163B

[Siga ta Kymata · Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jaewoo2009's solution](#)

**248.**

2096C

[Wonderful City · Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[jaewoo2009's solution](#)

**249.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[jaewoo2009's solution](#)

**250.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[jaewoo2009's solution](#)

**251.**

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  
[jaewoo2009's solution](#)

**252.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[jaewoo2009's solution](#)

**253.**

2031D

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

Quality: 9,677 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  
[jaewoo2009's solution](#)

**254.**

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[jaewoo2009's solution](#)

**255.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[jaewoo2009's solution](#)

**256.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[jaewoo2009's solution](#)

**257.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math  
[jaewoo2009's solution](#)

**258.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math  
[jaewoo2009's solution](#)

**259.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[jaewoo2009's solution](#)

**260.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[jaewoo2009's solution](#)

**261.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[jaewoo2009's solution](#)

**262.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[jaewoo2009's solution](#)

**263.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[jaewoo2009's solution](#)

**264.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[jaewoo2009's solution](#)

**265.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[jaewoo2009's solution](#)

**266.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory

[jaewoo2009's solution](#)

**267.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[jaewoo2009's solution](#)

**268.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[jaewoo2009's solution](#)

**269.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaewoo2009's solution](#)

**270.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jaewoo2009's solution](#)

**271.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[jaewoo2009's solution](#)

**272.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[jaewoo2009's solution](#)

**273.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[jaewoo2009's solution](#)

**274.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jaewoo2009's solution](#)

**275.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[jaewoo2009's solution](#)

**276.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,425 global accepts · Rating: 1800 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[jaewoo2009's solution](#)

**277.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jaewoo2009's solution](#)

**278.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[jaewoo2009's solution](#)

**279.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[jaewoo2009's solution](#)

**280.**

1782D

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

Quality: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[jaewoo2009's solution](#)

**281.**

1732C1

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

Quality: 7,575 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[jaewoo2009's solution](#)

**282.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[jaewoo2009's solution](#)

**283.**

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[jaewoo2009's solution](#)

**284.**

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[jaewoo2009's solution](#)

**285.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[jaewoo2009's solution](#)

**286.**

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[jaewoo2009's solution](#)

**287.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[jaewoo2009's solution](#)

**288.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[jaewoo2009's solution](#)

**289.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[jaewoo2009's solution](#)

**290.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[jaewoo2009's solution](#)

**291.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[jaewoo2009's solution](#)

**292.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[jaewoo2009's solution](#)

**293.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[jaewoo2009's solution](#)

**294.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[jaewoo2009's solution](#)

**295.**

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jaewoo2009's solution](#)

**296.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[jaewoo2009's solution](#)

**297.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[jaewoo2009's solution](#)

**298.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jaewoo2009's solution](#)

**299.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[jaewoo2009's solution](#)

**300.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jaewoo2009's solution](#)

**301.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[jaewoo2009's solution](#)

**302.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[jaewoo2009's solution](#)

**303.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[jaewoo2009's solution](#)

**304.**

1471D

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

Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[jaewoo2009's solution](#)

**305.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,845 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[jaewoo2009's solution](#)

**306.**

2096D

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

Quality: 5,603 global accepts · Rating: 2000 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[jaewoo2009's solution](#)

**307.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[jaewoo2009's solution](#)

**308.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[jaewoo2009's solution](#)

**309.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[jaewoo2009's solution](#)

**310.**

1889C1

[Doremy's Drying Plan \(Easy Version\) · Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[jaewoo2009's solution](#)

**311.**

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[jaewoo2009's solution](#)

**312.**

1851G

[Vlad and the Mountains · Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[jaewoo2009's solution](#)

**313.**

1857G

[Counting Graphs · Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[jaewoo2009's solution](#)

**314.**

1862G

[The Great Equalizer · Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[jaewoo2009's solution](#)

**315.**

1796D

[Maximum Subarray · Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[jaewoo2009's solution](#)

**316.**

1574D

[The Strongest Build · Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[jaewoo2009's solution](#)

**317.**

1566E

[Buds Re-hanging · Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[jaewoo2009's solution](#)

**318.**

1567D

[Expression Evaluation Error · Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jaewoo2009's solution](#)

**319.**

1536D

[Omkar and Medians · Tutorial](#)

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[jaewoo2009's solution](#)

**320.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[jaewoo2009's solution](#)

**321.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[jaewoo2009's solution](#)

**322.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[jaewoo2009's solution](#)

**323.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[jaewoo2009's solution](#)

**324.**

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jaewoo2009's solution](#)

**325.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[jaewoo2009's solution](#)

**326.**

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

[jaewoo2009's solution](#)

**327.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[jaewoo2009's solution](#)

**328.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[jaewoo2009's solution](#)

**329.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[jaewoo2009's solution](#)

**330.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[jaewoo2009's solution](#)

**331.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[jaewoo2009's solution](#)

**332.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jaewoo2009's solution](#)

**333.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[jaewoo2009's solution](#)

**334.**

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[jaewoo2009's solution](#)

**335.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[jaewoo2009's solution](#)

**336.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[jaewoo2009's solution](#)

**337.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[jaewoo2009's solution](#)

**338.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[jaewoo2009's solution](#)

**339.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[jaewoo2009's solution](#)

**340.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[jaewoo2009's solution](#)

**341.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees  
[jaewoo2009's solution](#)

**342.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees  
[jaewoo2009's solution](#)

**343.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths  
[jaewoo2009's solution](#)

**344.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers  
[jaewoo2009's solution](#)

**345.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[jaewoo2009's solution](#)

**346.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees  
[jaewoo2009's solution](#)

**347.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[jaewoo2009's solution](#)

**348.**

1870E

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

Quality: 2,963 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[jaewoo2009's solution](#)

**349.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[jaewoo2009's solution](#)

**350.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[jaewoo2009's solution](#)

**351.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[jaewoo2009's solution](#)

**352.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jaewoo2009's solution](#)

**353.**

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jaewoo2009's solution](#)

**354.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[jaewoo2009's solution](#)

**355.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[jaewoo2009's solution](#)

**356.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[jaewoo2009's solution](#)

**357.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[jaewoo2009's solution](#)

**358.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[jaewoo2009's solution](#)

**359.**

1732D2

[Balance \(Hard version\) · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[jaewoo2009's solution](#)

**360.**

1749E

[Cactus Wall · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[jaewoo2009's solution](#)

**361.**

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[jaewoo2009's solution](#)

**362.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[jaewoo2009's solution](#)

**363.**

1381C

[Mastermind · Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[jaewoo2009's solution](#)

**364.**

2035F

[Tree Operations · Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[jaewoo2009's solution](#)

**365.**

1889C2

[Doremy's Drying Plan \(Hard Version\) · Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jaewoo2009's solution](#)

**366.**

1863F

[Divide, XOR, and Conquer · Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[jaewoo2009's solution](#)

**367.**

1924D

[Balanced Subsequences · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jaewoo2009's solution](#)

**368.**

2077E

[Another Folding Strip · Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[jaewoo2009's solution](#)

### 369.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[jaewoo2009's solution](#)

### 370.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[jaewoo2009's solution](#)

### 371.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[jaewoo2009's solution](#)

### 372.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[jaewoo2009's solution](#)

### 373.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[jaewoo2009's solution](#)

### 374.

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[jaewoo2009's solution](#)