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88.

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1505A

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Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[jinhan814's solution](#)

100.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[jinhan814's solution](#)

101.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jinhan814's solution](#)

102.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[jinhan814's solution](#)

103.

1471A

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

Quality: 38,224 global accepts · Rating: 900 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[jinhan814's solution](#)

104.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[jinhan814's solution](#)

105.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[jinhan814's solution](#)

106.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jinhan814's solution](#)

107.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[jinhan814's solution](#)

108.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
[jinhan814's solution](#)

109.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[jinhan814's solution](#)

110.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[jinhan814's solution](#)

111.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,208 global accepts · Rating: 1000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[jinhan814's solution](#)

112.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[jinhan814's solution](#)

113.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[jinhan814's solution](#)

114.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[jinhan814's solution](#)

115.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[jinhan814's solution](#)

116.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[jinhan814's solution](#)

117.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[jinhan814's solution](#)

118.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[jinhan814's solution](#)

119.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[jinhan814's solution](#)

120.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[jinhan814's solution](#)

121.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[jinhan814's solution](#)

122.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[jinhan814's solution](#)

123.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[jinhhan814's solution](#)

124.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[jinhhan814's solution](#)

125.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[jinhhan814's solution](#)

126.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,916 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[jinhhan814's solution](#)

127.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jinhhan814's solution](#)

128.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[jinhhan814's solution](#)

129.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[jinhhan814's solution](#)

130.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, sortings

[jinhhan814's solution](#)

131.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[jinhhan814's solution](#)

132.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[jinhhan814's solution](#)

133.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jinhhan814's solution](#)

134.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jinhan814's solution](#)

135.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[jinhan814's solution](#)

136.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[jinhan814's solution](#)

137.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[jinhan814's solution](#)

138.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[jinhan814's solution](#)

139.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[jinhan814's solution](#)

140.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[jinhan814's solution](#)

141.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jinhan814's solution](#)

142.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jinhan814's solution](#)

143.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[jinhan814's solution](#)

144.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jinhan814's solution](#)

145.

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[jinhan814's solution](#)

146.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jinhan814's solution](#)

147.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jinhan814's solution](#)

148.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jinhan814's solution](#)

149.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[jinhan814's solution](#)

150.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[jinhan814's solution](#)

151.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[jinhan814's solution](#)

152.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[jinhan814's solution](#)

153.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[jinhan814's solution](#)

154.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[jinhan814's solution](#)

155.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[jinhan814's solution](#)

156.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · last AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[jinhan814's solution](#)

157.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[jinhan814's solution](#)

158.

2174A

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

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[jinhan814's solution](#)

159.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[jinhan814's solution](#)

160.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,632 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jinhan814's solution](#)

161.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers
[jinhan814's solution](#)

162.

2050C

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

Quality: 25,012 global accepts · Rating: 1200 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[jinhan814's solution](#)

163.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[jinhan814's solution](#)

164.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[jinhhan814's solution](#)

165.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[jinhhan814's solution](#)

166.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[jinhhan814's solution](#)

167.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[jinhhan814's solution](#)

168.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[jinhhan814's solution](#)

169.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-19 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[jinhhan814's solution](#)

170.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[jinhhan814's solution](#)

171.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[jinhhan814's solution](#)

172.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[jinhhan814's solution](#)

173.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[jinhhan814's solution](#)

174.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[jinhan814's solution](#)

175.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[jinhan814's solution](#)

176.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[jinhan814's solution](#)

177.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[jinhan814's solution](#)

178.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[jinhan814's solution](#)

179.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jinhan814's solution](#)

180.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[jinhan814's solution](#)

181.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jinhan814's solution](#)

182.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[jinhan814's solution](#)

183.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[jinhan814's solution](#)

184.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[jinhan814's solution](#)

185.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[jinhan814's solution](#)

186.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[jinhan814's solution](#)

187.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1300 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[jinhan814's solution](#)

188.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[jinhan814's solution](#)

189.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[jinhan814's solution](#)

190.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[jinhan814's solution](#)

191.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[jinhan814's solution](#)

192.

1927D

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

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[jinhan814's solution](#)

193.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[jinhan814's solution](#)

194.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[jinhan814's solution](#)

195.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[jinhan814's solution](#)

196.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[jinhan814's solution](#)

197.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[jinhan814's solution](#)

198.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[jinhan814's solution](#)

199.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[jinhan814's solution](#)

200.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[jinhan814's solution](#)

201.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[jinhan814's solution](#)

202.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[jinhan814's solution](#)

203.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[jinhan814's solution](#)

204.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[jinhan814's solution](#)

205.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[jinhan814's solution](#)

206.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[jinhan814's solution](#)

207.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[jinhan814's solution](#)

208.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[jinhan814's solution](#)

209.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[jinhan814's solution](#)

210.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[jinhan814's solution](#)

211.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[jinhan814's solution](#)

212.

1471C

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

Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[jinhan814's solution](#)

213.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[jinhan814's solution](#)

214.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[jinhan814's solution](#)

215.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[jinhan814's solution](#)

216.

1887A1

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

Rating: 1400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[jinhan814's solution](#)

217.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jinhan814's solution](#)

218.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[jinhan814's solution](#)

219.

1888D1

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

Rating: 1400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[jinhan814's solution](#)

220.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[jinhan814's solution](#)

221.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[jinhan814's solution](#)

222.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[jinhan814's solution](#)

223.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jinhan814's solution](#)

224.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[jinhan814's solution](#)

225.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[jinhhan814's solution](#)

226.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[jinhhan814's solution](#)

227.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[jinhhan814's solution](#)

228.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[jinhhan814's solution](#)

229.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[jinhhan814's solution](#)

230.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[jinhhan814's solution](#)

231.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[jinhhan814's solution](#)

232.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[jinhhan814's solution](#)

233.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[jinhhan814's solution](#)

234.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[jinhhan814's solution](#)

235.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[jinhan814's solution](#)

236.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · last AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[jinhan814's solution](#)

237.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[jinhan814's solution](#)

238.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-02 · last AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[jinhan814's solution](#)

239.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[jinhan814's solution](#)

240.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[jinhan814's solution](#)

241.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[jinhan814's solution](#)

242.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[jinhan814's solution](#)

243.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[jinhan814's solution](#)

244.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[jinhan814's solution](#)

245.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[jinhhan814's solution](#)

246.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1500 · first AC: 2024-02-02 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[jinhhan814's solution](#)

247.

1925C

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

Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[jinhhan814's solution](#)

248.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[jinhhan814's solution](#)

249.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[jinhhan814's solution](#)

250.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[jinhhan814's solution](#)

251.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[jinhhan814's solution](#)

252.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[jinhhan814's solution](#)

253.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[jinhhan814's solution](#)

254.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[jinhhan814's solution](#)

255.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[jinhan814's solution](#)

256.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[jinhan814's solution](#)

257.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[jinhan814's solution](#)

258.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jinhan814's solution](#)

259.

1690E

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

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[jinhan814's solution](#)

260.

1676H2

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

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[jinhan814's solution](#)

261.

1675E

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

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[jinhan814's solution](#)

262.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[jinhan814's solution](#)

263.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[jinhan814's solution](#)

264.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[jinhan814's solution](#)

265.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[jinhan814's solution](#)

266.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[jinhan814's solution](#)

267.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[jinhan814's solution](#)

268.

1486B

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

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[jinhan814's solution](#)

269.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[jinhan814's solution](#)

270.

1487D

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

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[jinhan814's solution](#)

271.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[jinhan814's solution](#)

272.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[jinhan814's solution](#)

273.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[jinhan814's solution](#)

274.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[jinhhan814's solution](#)

275.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[jinhhan814's solution](#)

276.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[jinhhan814's solution](#)

277.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[jinhhan814's solution](#)

278.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[jinhhan814's solution](#)

279.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: trees

[jinhhan814's solution](#)

280.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[jinhhan814's solution](#)

281.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[jinhhan814's solution](#)

282.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[jinhhan814's solution](#)

283.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[jinhhan814's solution](#)

284.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[jinhhan814's solution](#)

285.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[jinhhan814's solution](#)

286.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[jinhhan814's solution](#)

287.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[jinhhan814's solution](#)

288.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[jinhhan814's solution](#)

289.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,730 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[jinhhan814's solution](#)

290.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[jinhhan814's solution](#)

291.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[jinhhan814's solution](#)

292.

1498C

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

Quality: 12,122 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[jinhhan814's solution](#)

293.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jinhhan814's solution](#)

294.

1486C1

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

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jinhhan814's solution](#)

295.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[jinhhan814's solution](#)

296.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[jinhhan814's solution](#)

297.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jinhhan814's solution](#)

298.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[jinhhan814's solution](#)

299.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[jinhhan814's solution](#)

300.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[jinhhan814's solution](#)

301.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[jinhhan814's solution](#)

302.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[jinhhan814's solution](#)

303.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[jinhhan814's solution](#)

304.

2050F

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

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, math, number theory

[jinhan814's solution](#)

305.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[jinhan814's solution](#)

306.

2031D

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

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[jinhan814's solution](#)

307.

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[jinhan814's solution](#)

308.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[jinhan814's solution](#)

309.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[jinhan814's solution](#)

310.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[jinhan814's solution](#)

311.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[jinhan814's solution](#)

312.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[jinhan814's solution](#)

313.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[jinhan814's solution](#)

314.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[jinhan814's solution](#)

315.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[jinhan814's solution](#)

316.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[jinhan814's solution](#)

317.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[jinhan814's solution](#)

318.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[jinhan814's solution](#)

319.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[jinhan814's solution](#)

320.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[jinhan814's solution](#)

321.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, interactive

[jinhan814's solution](#)

322.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jinhan814's solution](#)

323.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[jinhan814's solution](#)

324.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[jinhan814's solution](#)

325.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[jinhan814's solution](#)

326.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[jinhan814's solution](#)

327.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[jinhan814's solution](#)

328.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[jinhan814's solution](#)

329.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[jinhan814's solution](#)

330.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[jinhan814's solution](#)

331.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[jinhan814's solution](#)

332.

1480C

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

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search
[jinhan814's solution](#)

333.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[jinhan814's solution](#)

334.

1478C

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

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[jinhan814's solution](#)

335.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[jinhan814's solution](#)

336.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[jinhan814's solution](#)

337.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
[jinhan814's solution](#)

338.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[jinhan814's solution](#)

339.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[jinhan814's solution](#)

340.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[jinhan814's solution](#)

341.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[jinhan814's solution](#)

342.

1491D

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

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[jinhan814's solution](#)

343.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[jinhan814's solution](#)

344.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

graphs, implementation, math

[jinhan814's solution](#)

345.

1719D1

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

Rating: 1800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[jinhan814's solution](#)

346.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[jinhan814's solution](#)

347.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[jinhan814's solution](#)

348.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,166 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[jinhan814's solution](#)

349.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[jinhan814's solution](#)

350.

1675F

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

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jinhan814's solution](#)

351.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[jinhan814's solution](#)

352.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[jinhan814's solution](#)

353.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[jinhan814's solution](#)

354.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[jinhhan814's solution](#)

355.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[jinhhan814's solution](#)

356.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[jinhhan814's solution](#)

357.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[jinhhan814's solution](#)

358.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[jinhhan814's solution](#)

359.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[jinhhan814's solution](#)

360.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[jinhhan814's solution](#)

361.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[jinhhan814's solution](#)

362.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[jinhhan814's solution](#)

363.

1928D

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

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[jinhhan814's solution](#)

364.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1900 · first AC: 2024-02-08 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[jinhan814's solution](#)

365.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[jinhan814's solution](#)

366.

1887A2

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

Rating: 1900 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[jinhan814's solution](#)

367.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[jinhan814's solution](#)

368.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[jinhan814's solution](#)

369.

1888D2

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

Rating: 1900 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[jinhan814's solution](#)

370.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[jinhan814's solution](#)

371.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[jinhan814's solution](#)

372.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[jinhan814's solution](#)

373.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[jinhan814's solution](#)

374.

1899G

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

Quality: 4,032 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[jinhhan814's solution](#)

375.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2022-10-07 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[jinhhan814's solution](#)

376.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[jinhhan814's solution](#)

377.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[jinhhan814's solution](#)

378.

1719D2

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

Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math

[jinhhan814's solution](#)

379.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[jinhhan814's solution](#)

380.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[jinhhan814's solution](#)

381.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[jinhhan814's solution](#)

382.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[jinhhan814's solution](#)

383.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jinhhan814's solution](#)

384.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[jinhan814's solution](#)

385.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[jinhan814's solution](#)

386.

1480D1

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

Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[jinhan814's solution](#)

387.

1471D

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

Rating: 1900 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[jinhan814's solution](#)

388.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[jinhan814's solution](#)

389.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2000 · first AC: 2026-04-12 · last AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[jinhan814's solution](#)

390.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[jinhan814's solution](#)

391.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[jinhan814's solution](#)

392.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jinhan814's solution](#)

393.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[jinhan814's solution](#)

394.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[jinhan814's solution](#)

395.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[jinhhan814's solution](#)

396.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[jinhhan814's solution](#)

397.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[jinhhan814's solution](#)

398.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[jinhhan814's solution](#)

399.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[jinhhan814's solution](#)

400.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[jinhhan814's solution](#)

401.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[jinhhan814's solution](#)

402.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[jinhhan814's solution](#)

403.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[jinhhan814's solution](#)

404.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

constructive algorithms, math, matrices

[jinhan814's solution](#)

405.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[jinhan814's solution](#)

406.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[jinhan814's solution](#)

407.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[jinhan814's solution](#)

408.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[jinhan814's solution](#)

409.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[jinhan814's solution](#)

410.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[jinhan814's solution](#)

411.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[jinhan814's solution](#)

412.

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[jinhan814's solution](#)

413.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[jinhan814's solution](#)

414.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-12-04 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[jinhan814's solution](#)

415.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry
[jinhan814's solution](#)

416.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · last AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive
[jinhan814's solution](#)

417.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory
[jinhan814's solution](#)

418.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory
[jinhan814's solution](#)

419.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[jinhan814's solution](#)

420.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[jinhan814's solution](#)

421.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[jinhan814's solution](#)

422.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
[jinhan814's solution](#)

423.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[jinhan814's solution](#)

424.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jinhan814's solution](#)

425.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[jinhan814's solution](#)

426.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[jinhan814's solution](#)

427.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[jinhan814's solution](#)

428.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[jinhan814's solution](#)

429.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jinhan814's solution](#)

430.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[jinhan814's solution](#)

431.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[jinhan814's solution](#)

432.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[jinhan814's solution](#)

433.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[jinhan814's solution](#)

434.

1914G2

[Light Bulbs \(Hard Version\) · Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[jinhan814's solution](#)

435.

1594E2

[Rubik's Cube Coloring \(hard version\) · Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[jinhan814's solution](#)

436.

2060G

[Bugged Sort · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[jinhan814's solution](#)

437.

1887C

[Minimum Array · Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[jinhan814's solution](#)

438.

1888F

[Minimum Array · Tutorial](#)

Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[jinhan814's solution](#)

439.

1594F

[Ideal Farm · Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[jinhan814's solution](#)

440.

678F

[Lena and Queries · Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[jinhan814's solution](#)

441.

1776J

[Italian Data Centers · Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[jinhan814's solution](#)

442.

1776I

[Spinach Pizza · Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, greedy, interactive

[jinhan814's solution](#)

443.

2022E1

[Billetes MX \(Easy Version\) · Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[jinhan814's solution](#)

444.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[jinhhan814's solution](#)

445.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[jinhhan814's solution](#)

446.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[jinhhan814's solution](#)

447.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[jinhhan814's solution](#)

448.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[jinhhan814's solution](#)

449.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[jinhhan814's solution](#)

450.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[jinhhan814's solution](#)

451.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[jinhhan814's solution](#)

452.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[jinhhan814's solution](#)

453.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[jinhhan814's solution](#)

454.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[jinhhan814's solution](#)

455.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[jinhhan814's solution](#)

456.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[jinhhan814's solution](#)

457.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[jinhhan814's solution](#)

458.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[jinhhan814's solution](#)

459.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[jinhhan814's solution](#)

460.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,949 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jinhhan814's solution](#)

461.

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[jinhhan814's solution](#)

462.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[jinhhan814's solution](#)

463.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jinhan814's solution](#)

464.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[jinhan814's solution](#)

465.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

466.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

467.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

468.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · PyPy 3-64 (first AC) · Tags: —
[jinhan814's solution](#)

469.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

470.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

471.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

472.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

473.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jinhan814's solution](#)

474.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · last AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jinhan814's solution](#)

475.

103470K

[Ancient Magic Circle in Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jinhan814's solution](#)

476.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jinhan814's solution](#)

477.

105789A

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524.

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532.

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537.

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538.

105321B

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