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Unique solved — kaathe

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

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

Filters: none

Count: 297

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kaathe's solution](#)

2.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · last AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[kaathe's solution](#)

3.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kaathe's solution](#)

4.

2188A

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

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kaathe's solution](#)

5.

2189A

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

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kaathe's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kaathe's solution](#)

7.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kaathe's solution](#)

8.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[kaathe's solution](#)

9.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[kaathe's solution](#)

10.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[kaathe's solution](#)

11.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kaathe's solution](#)

12.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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

[kaathe's solution](#)

13.

2176A

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

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kaathe's solution](#)

14.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · last AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[kaathe's solution](#)

15.

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kaathe's solution](#)

16.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kaathe's solution](#)

17.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[kaathe's solution](#)

18.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[kaathe's solution](#)

19.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[kaathe's solution](#)

20.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[kaathe's solution](#)

21.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[kaathe's solution](#)

22.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[kaathe's solution](#)

23.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[kaathe's solution](#)

24.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · last AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[kaathe's solution](#)

25.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[kaathe's solution](#)

26.

2153A

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

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[kaathe's solution](#)

27.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[kaathe's solution](#)

28.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[kaathe's solution](#)

29.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[kaathe's solution](#)

30.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,177 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kaathe's solution](#)

31.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kaathe's solution](#)

32.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[kaathe's solution](#)

33.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kaathe's solution](#)

34.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[kaathe's solution](#)

35.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kaathe's solution](#)

36.

2048A

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

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

[kaathe's solution](#)

37.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[kaathe's solution](#)

38.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · last AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kaathe's solution](#)

39.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kaathe's solution](#)

40.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kaathe's solution](#)

41.

2048B

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

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

[kaathe's solution](#)

42.

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · last AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[kaathe's solution](#)

43.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kaathe's solution](#)

44.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kaathe's solution](#)

45.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,921 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[kaathe's solution](#)

46.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[kaathe's solution](#)

47.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[kaathe's solution](#)

48.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[kaathe's solution](#)

49.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kaathe's solution](#)

50.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · last AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kaathe's solution](#)

51.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kaathe's solution](#)

52.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kaathe's solution](#)

53.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[kaathe's solution](#)

54.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[kaathe's solution](#)

55.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[kaathe's solution](#)

56.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kaathe's solution](#)

57.

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kaathe's solution](#)

58.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kaathe's solution](#)

59.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[kaathe's solution](#)

60.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[kaathe's solution](#)

61.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2026-02-02 · last AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kaathe's solution](#)

62.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kaathe's solution](#)

63.

2189B

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

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kaathe's solution](#)

- 64.**
2178C
[First or Second](#) · [Tutorial](#)
Quality: 15,705 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[kaathe's solution](#)
- 65.**
2191C
[Sorting Game](#) · [Tutorial](#)
Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: games
[kaathe's solution](#)
- 66.**
2182C
[Production of Snowmen](#) · [Tutorial](#)
Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[kaathe's solution](#)
- 67.**
2174A
[Needle in a Haystack](#) · [Tutorial](#)
Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[kaathe's solution](#)
- 68.**
2161C
[Loyalty](#) · [Tutorial](#)
Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[kaathe's solution](#)
- 69.**
2128C
[Leftmost Below](#) · [Tutorial](#)
Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kaathe's solution](#)
- 70.**
2048C
[Kevin and Binary Strings](#) · [Tutorial](#)
Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[kaathe's solution](#)
- 71.**
2201A1
[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)
Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[kaathe's solution](#)
- 72.**
2194C
[Secret message](#) · [Tutorial](#)
Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[kaathe's solution](#)
- 73.**
2188C
[Restricted Sorting](#) · [Tutorial](#)
Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[kaathe's solution](#)
- 74.**
2189C1
[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[kaathe's solution](#)

75.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kaathe's solution](#)

76.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kaathe's solution](#)

77.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[kaathe's solution](#)

78.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kaathe's solution](#)

79.

2169C

[Range Operation](#) · [Tutorial](#)

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

[kaathe's solution](#)

80.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[kaathe's solution](#)

81.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[kaathe's solution](#)

82.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[kaathe's solution](#)

83.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[kaathe's solution](#)

84.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kaathe's solution](#)

85.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[kaathe's solution](#)

86.

2049B

[pspspsps](#) · [Tutorial](#)

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

[kaathe's solution](#)

87.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[kaathe's solution](#)

88.

2191D1

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

Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kaathe's solution](#)

89.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · last AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kaathe's solution](#)

90.

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[kaathe's solution](#)

91.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[kaathe's solution](#)

92.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[kaathe's solution](#)

93.

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kaathe's solution](#)

94.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · last AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[kaathe's solution](#)

95.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[kaathe's solution](#)

96.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[kaathe's solution](#)

97.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math
[kaathe's solution](#)

98.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[kaathe's solution](#)

99.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[kaathe's solution](#)

100.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · last AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[kaathe's solution](#)

101.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[kaathe's solution](#)

102.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[kaathe's solution](#)

103.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
[kaathe's solution](#)

104.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[kaathe's solution](#)

105.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

[kaathe's solution](#)

106.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[kaathe's solution](#)

107.

2207C

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

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[kaathe's solution](#)

108.

2207B

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

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[kaathe's solution](#)

109.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kaathe's solution](#)

110.

2182D

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

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[kaathe's solution](#)

111.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[kaathe's solution](#)

112.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kaathe's solution](#)

113.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · last AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[kaathe's solution](#)

114.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[kaathe's solution](#)

115.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[kaathe's solution](#)

116.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · last AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[kaathe's solution](#)

117.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kaathe's solution](#)

118.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[kaathe's solution](#)

119.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kaathe's solution](#)

120.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[kaathe's solution](#)

121.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[kaathe's solution](#)

122.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kaathe's solution](#)

123.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[kaathe's solution](#)

124.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[kaathe's solution](#)

125.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[kaathe's solution](#)

126.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[kaathe's solution](#)

127.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[kaathe's solution](#)

128.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[kaathe's solution](#)

129.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[kaathe's solution](#)

130.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2024-09-15 · last AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[kaathe's solution](#)

131.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[kaathe's solution](#)

132.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[kaathe's solution](#)

133.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[kaathe's solution](#)

134.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[kaathe's solution](#)

135.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[kaathe's solution](#)

136.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[kaathe's solution](#)

137.

2139E1

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

Rating: 1800 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
[kaathe's solution](#)

138.

2164D

[Copy String](#) · [Tutorial](#)

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

139.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[kaathe's solution](#)

140.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[kaathe's solution](#)

141.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[kaathe's solution](#)

142.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[kaathe's solution](#)

143.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory
[kaathe's solution](#)

144.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[kaathe's solution](#)

145.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[kaathe's solution](#)

146.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[kaathe's solution](#)

147.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[kaathe's solution](#)

148.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[kaathe's solution](#)

149.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[kaathe's solution](#)

150.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[kaathe's solution](#)

151.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[kaathe's solution](#)

152.

2191D2

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

Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[kaathe's solution](#)

153.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kaathe's solution](#)

154.

2173D

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

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

[kaathe's solution](#)

155.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[kaathe's solution](#)

156.

2157E

[Adjusting Drones](#) · [Tutorial](#)

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

[kaathe's solution](#)

157.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[kaathe's solution](#)

158.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[kaathe's solution](#)

159.

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kaathe's solution](#)

160.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kaathe's solution](#)

161.

2156D

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

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

[kaathe's solution](#)

162.

2154D

[Catshock](#) · [Tutorial](#)

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

[kaathe's solution](#)

163.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[kaathe's solution](#)

164.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kaathe's solution](#)

165.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[kaathe's solution](#)

166.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[kaathe's solution](#)

167.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory

[kaathe's solution](#)

168.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[kaathe's solution](#)

169.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[kaathe's solution](#)

170.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[kaathe's solution](#)

171.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[kaathe's solution](#)

172.

2194E

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

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[kaathe's solution](#)

173.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[kaathe's solution](#)

174.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[kaathe's solution](#)

175.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[kaathe's solution](#)

176.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[kaathe's solution](#)

177.

2158D

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

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

[kaathe's solution](#)

178.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[kaathe's solution](#)

179.

2139E2

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

Rating: 2000 · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[kaathe's solution](#)

180.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kaathe's solution](#)

181.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[kaathe's solution](#)

182.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[kaathe's solution](#)

183.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[kaathe's solution](#)

184.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kaathe's solution](#)

185.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kaathe's solution](#)

186.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[kaathe's solution](#)

187.

2140D

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

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kaathe's solution](#)

188.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[kaathe's solution](#)

189.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[kaathe's solution](#)

190.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[kaathe's solution](#)

191.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[kaathe's solution](#)

192.

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kaathe's solution](#)

193.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[kaathe's solution](#)

194.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[kaathe's solution](#)

195.

2192E

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

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[kaathe's solution](#)

196.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[kaathe's solution](#)

197.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[kaathe's solution](#)

198.

519E

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

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[kaathe's solution](#)

199.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[kaathe's solution](#)

200.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[kaathe's solution](#)

201.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[kaathe's solution](#)

202.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[kaathe's solution](#)

203.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[kaathe's solution](#)

204.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[kaathe's solution](#)

205.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[kaathe's solution](#)

206.

2169D2

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

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

[kaathe's solution](#)

207.

2161D

[Locked Out · Tutorial](#)

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

[kaathe's solution](#)

208.

2160E

[Rectangles · Tutorial](#)

Rating: 2100 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[kaathe's solution](#)

209.

1919D

[01 Tree · Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[kaathe's solution](#)

210.

1363D

[Guess The Maximums · Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[kaathe's solution](#)

211.

2040E

[Control of Randomness · Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[kaathe's solution](#)

212.

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[kaathe's solution](#)

213.

1525E

[Assimilation IV · Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[kaathe's solution](#)

214.

1934D1

[XOR Break --- Solo Version · Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kaathe's solution](#)

215.

2145E

[Predicting Popularity · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

sortings

[kaathe's solution](#)

216.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[kaathe's solution](#)

217.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[kaathe's solution](#)

218.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[kaathe's solution](#)

219.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[kaathe's solution](#)

220.

2207D

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[kaathe's solution](#)

221.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[kaathe's solution](#)

222.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[kaathe's solution](#)

223.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, geometry

[kaathe's solution](#)

224.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[kaathe's solution](#)

225.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[kaathe's solution](#)

226.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2026-01-13 · last AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[kaathe's solution](#)

227.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[kaathe's solution](#)

228.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[kaathe's solution](#)

229.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[kaathe's solution](#)

230.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[kaathe's solution](#)

231.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[kaathe's solution](#)

232.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[kaathe's solution](#)

233.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2025-11-30 · last AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[kaathe's solution](#)

234.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kaathe's solution](#)

235.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

implementation, math, two pointers

[kaathe's solution](#)

236.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[kaathe's solution](#)

237.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[kaathe's solution](#)

238.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[kaathe's solution](#)

239.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[kaathe's solution](#)

240.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[kaathe's solution](#)

241.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[kaathe's solution](#)

242.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[kaathe's solution](#)

243.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[kaathe's solution](#)

244.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[kaathe's solution](#)

245.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[kaathe's solution](#)

246.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[kaathe's solution](#)

247.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[kaathe's solution](#)

248.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[kaathe's solution](#)

249.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[kaathe's solution](#)

250.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2026-01-27 · last AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[kaathe's solution](#)

251.

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[kaathe's solution](#)

252.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[kaathe's solution](#)

253.

585D

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

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[kaathe's solution](#)

254.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-11-24 · last AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[kaathe's solution](#)

255.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kaathe's solution](#)

256.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[kaathe's solution](#)

257.

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[kaathe's solution](#)

258.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
[kaathe's solution](#)

259.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[kaathe's solution](#)

260.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[kaathe's solution](#)

261.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[kaathe's solution](#)

262.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[kaathe's solution](#)

263.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[kaathe's solution](#)

264.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[kaathe's solution](#)

265.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[kaathe's solution](#)

266.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[kaathe's solution](#)

267.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[kaathe's solution](#)

268.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[kaathe's solution](#)

269.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[kaathe's solution](#)

270.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[kaathe's solution](#)

271.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[kaathe's solution](#)

272.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[kaathe's solution](#)

273.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings
[kaathe's solution](#)

274.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[kaathe's solution](#)

275.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[kaathe's solution](#)

276.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[kaathe's solution](#)

277.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[kaathe's solution](#)

278.

2156E

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

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[kaathe's solution](#)

279.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[kaathe's solution](#)

280.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[kaathe's solution](#)

281.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[kaathe's solution](#)

282.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[kaathe's solution](#)

283.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[kaathe's solution](#)

284.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[kaathe's solution](#)

285.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[kaathe's solution](#)

286.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2026-04-18 · last AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[kaathe's solution](#)

287.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[kaathe's solution](#)

288.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[kaathe's solution](#)

289.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kaathe's solution](#)

290.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[kaathe's solution](#)

291.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kaathe's solution](#)

292.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kaathe's solution](#)

293.

101908L

[Subway Lines](#) · [Tutorial](#)

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

[kaathe's solution](#)

294.

2168C

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296.

2168A2

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297.

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