

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — kid magic

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

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

Filters: none

Count: 672

- 1.**  
2146A  
[Equal Occurrences](#) · [Tutorial](#)  
Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[kid\\_magic's solution](#)
- 2.**  
2147A  
[Shortest Increasing Path](#) · [Tutorial](#)  
Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[kid\\_magic's solution](#)
- 3.**  
2127A  
[Mix Mex Max](#) · [Tutorial](#)  
Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[kid\\_magic's solution](#)
- 4.**  
1930A  
[Maximise The Score](#) · [Tutorial](#)  
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[kid\\_magic's solution](#)
- 5.**  
1919B  
[Plus-Minus Split](#) · [Tutorial](#)  
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[kid\\_magic's solution](#)
- 6.**  
1919A  
[Wallet Exchange](#) · [Tutorial](#)  
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
[kid\\_magic's solution](#)
- 7.**  
1916A  
[2023](#) · [Tutorial](#)  
Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[kid\\_magic's solution](#)
- 8.**  
1909A  
[Distinct Buttons](#) · [Tutorial](#)  
Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[kid\\_magic's solution](#)
- 9.**  
1882A  
[Increasing Sequence](#) · [Tutorial](#)  
Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[kid\\_magic's solution](#)

**10.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,521 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[kid\\_magic's solution](#)

**11.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[kid\\_magic's solution](#)

**12.**

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[kid\\_magic's solution](#)

**13.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**14.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[kid\\_magic's solution](#)

**15.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kid\\_magic's solution](#)

**16.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,370 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[kid\\_magic's solution](#)

**17.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,440 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[kid\\_magic's solution](#)

**18.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[kid\\_magic's solution](#)

**19.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,074 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[kid\\_magic's solution](#)

**20.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kid\\_magic's solution](#)

**21.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kid\\_magic's solution](#)

**22.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[kid\\_magic's solution](#)

**23.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, strings

[kid\\_magic's solution](#)

**24.**

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,364 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math

[kid\\_magic's solution](#)

**25.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[kid\\_magic's solution](#)

**26.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kid\\_magic's solution](#)

**27.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[kid\\_magic's solution](#)

**28.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[kid\\_magic's solution](#)

**29.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[kid\\_magic's solution](#)

**30.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,034 global accepts · Rating: 900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[kid\\_magic's solution](#)

**31.**

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[kid\\_magic's solution](#)

**32.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[kid\\_magic's solution](#)

**33.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[kid\\_magic's solution](#)

**34.**

1876A

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

Quality: 34,933 global accepts · Rating: 1000 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[kid\\_magic's solution](#)

**35.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kid\\_magic's solution](#)

**36.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kid\\_magic's solution](#)

**37.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,917 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kid\\_magic's solution](#)

**38.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kid\\_magic's solution](#)

**39.**

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**40.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kid\\_magic's solution](#)

**41.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kid\\_magic's solution](#)

42.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[kid\\_magic's solution](#)

43.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[kid\\_magic's solution](#)

44.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings  
[kid\\_magic's solution](#)

45.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[kid\\_magic's solution](#)

46.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[kid\\_magic's solution](#)

47.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[kid\\_magic's solution](#)

48.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[kid\\_magic's solution](#)

49.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[kid\\_magic's solution](#)

50.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[kid\\_magic's solution](#)

51.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[kid\\_magic's solution](#)

**52.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[kid\\_magic's solution](#)

**53.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[kid\\_magic's solution](#)

**54.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[kid\\_magic's solution](#)

**55.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kid\\_magic's solution](#)

**56.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[kid\\_magic's solution](#)

**57.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[kid\\_magic's solution](#)

**58.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[kid\\_magic's solution](#)

**59.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[kid\\_magic's solution](#)

**60.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[kid\\_magic's solution](#)

**61.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[kid\\_magic's solution](#)

**62.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[kid\\_magic's solution](#)

**63.**

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**64.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[kid\\_magic's solution](#)

**65.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[kid\\_magic's solution](#)

**66.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2021-09-22 · last AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[kid\\_magic's solution](#)

**67.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2021-09-22 · last AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[kid\\_magic's solution](#)

**68.**

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: implementation

[kid\\_magic's solution](#)

**69.**

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[kid\\_magic's solution](#)

**70.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[kid\\_magic's solution](#)

**71.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[kid\\_magic's solution](#)

**72.**

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[kid\\_magic's solution](#)

**73.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[kid\\_magic's solution](#)

**74.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[kid\\_magic's solution](#)

**75.**

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[kid\\_magic's solution](#)

**76.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[kid\\_magic's solution](#)

**77.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[kid\\_magic's solution](#)

**78.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[kid\\_magic's solution](#)

**79.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[kid\\_magic's solution](#)

**80.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[kid\\_magic's solution](#)

**81.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[kid\\_magic's solution](#)

**82.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[kid\\_magic's solution](#)

**83.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[kid\\_magic's solution](#)

**84.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[kid\\_magic's solution](#)

**85.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kid\\_magic's solution](#)

**86.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[kid\\_magic's solution](#)

**87.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[kid\\_magic's solution](#)

**88.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kid\\_magic's solution](#)

**89.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kid\\_magic's solution](#)

**90.**

1551C

[Interesting Story](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[kid\\_magic's solution](#)

**91.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: implementation, math

[kid\\_magic's solution](#)

**92.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[kid\\_magic's solution](#)

**93.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: data structures, implementation  
[kid\\_magic's solution](#)

**94.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: implementation  
[kid\\_magic's solution](#)

**95.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures, dsu  
[kid\\_magic's solution](#)

**96.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings  
[kid\\_magic's solution](#)

**97.**

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[kid\\_magic's solution](#)

**98.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp  
[kid\\_magic's solution](#)

**99.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[kid\\_magic's solution](#)

**100.**

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory  
[kid\\_magic's solution](#)

**101.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: probabilities  
[kid\\_magic's solution](#)

**102.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[kid\\_magic's solution](#)

**103.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[kid\\_magic's solution](#)

**104.**

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings  
[kid\\_magic's solution](#)

**105.**

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: greedy, implementation  
[kid\\_magic's solution](#)

**106.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: implementation, strings  
[kid\\_magic's solution](#)

**107.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings  
[kid\\_magic's solution](#)

**108.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, dp  
[kid\\_magic's solution](#)

**109.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers  
[kid\\_magic's solution](#)

**110.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers  
[kid\\_magic's solution](#)

**111.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: bitmasks  
[kid\\_magic's solution](#)

**112.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[kid\\_magic's solution](#)

**113.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[kid\\_magic's solution](#)

**114.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[kid\\_magic's solution](#)

**115.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[kid\\_magic's solution](#)

**116.**

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kid\\_magic's solution](#)

**117.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,498 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[kid\\_magic's solution](#)

**118.**

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[kid\\_magic's solution](#)

**119.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**120.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[kid\\_magic's solution](#)

**121.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[kid\\_magic's solution](#)

**122.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[kid\\_magic's solution](#)

**123.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[kid\\_magic's solution](#)

**124.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[kid\\_magic's solution](#)

**125.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[kid\\_magic's solution](#)

**126.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[kid\\_magic's solution](#)

**127.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[kid\\_magic's solution](#)

**128.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[kid\\_magic's solution](#)

**129.**

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[kid\\_magic's solution](#)

**130.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: dp

[kid\\_magic's solution](#)

**131.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[kid\\_magic's solution](#)

**132.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[kid\\_magic's solution](#)

**133.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[kid\\_magic's solution](#)

**134.**

1930D1

[Sum over all Substrings \(Easy Version\) · Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings  
[kid\\_magic's solution](#)

**135.**

1904D2

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

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings  
[kid\\_magic's solution](#)

**136.**

1853D

[Imbalanced Arrays · Tutorial](#)

Rating: 1800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[kid\\_magic's solution](#)

**137.**

1805D

[A Wide, Wide Graph · Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[kid\\_magic's solution](#)

**138.**

1870D

[Prefix Purchase · Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[kid\\_magic's solution](#)

**139.**

1867D

[Cyclic Operations · Tutorial](#)

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation  
[kid\\_magic's solution](#)

**140.**

1861D

[Sorting By Multiplication · Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[kid\\_magic's solution](#)

**141.**

1859D

[Andrey and Escape from Capygrad · Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings  
[kid\\_magic's solution](#)

**142.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[kid\\_magic's solution](#)

**143.**

1853C

[Ntarsis' Set · Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math  
[kid\\_magic's solution](#)

**144.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[kid\\_magic's solution](#)

**145.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[kid\\_magic's solution](#)

**146.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[kid\\_magic's solution](#)

**147.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[kid\\_magic's solution](#)

**148.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[kid\\_magic's solution](#)

**149.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[kid\\_magic's solution](#)

**150.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[kid\\_magic's solution](#)

**151.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kid\\_magic's solution](#)

**152.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[kid\\_magic's solution](#)

**153.**

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[kid\\_magic's solution](#)

**154.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kid\\_magic's solution](#)

**155.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[kid\\_magic's solution](#)

**156.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[kid\\_magic's solution](#)

**157.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[kid\\_magic's solution](#)

**158.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[kid\\_magic's solution](#)

**159.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kid\\_magic's solution](#)

**160.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[kid\\_magic's solution](#)

**161.**

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2021-07-22 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[kid\\_magic's solution](#)

**162.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[kid\\_magic's solution](#)

**163.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, implementation

[kid\\_magic's solution](#)

**164.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[kid\\_magic's solution](#)

**165.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp

[kid\\_magic's solution](#)

**166.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[kid\\_magic's solution](#)

**167.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[kid\\_magic's solution](#)

**168.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[kid\\_magic's solution](#)

**169.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[kid\\_magic's solution](#)

**170.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[kid\\_magic's solution](#)

**171.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[kid\\_magic's solution](#)

**172.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[kid\\_magic's solution](#)

**173.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[kid\\_magic's solution](#)

**174.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[kid\\_magic's solution](#)

**175.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[kid\\_magic's solution](#)

**176.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[kid\\_magic's solution](#)

**177.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[kid\\_magic's solution](#)

**178.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[kid\\_magic's solution](#)

**179.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math

[kid\\_magic's solution](#)

**180.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[kid\\_magic's solution](#)

**181.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[kid\\_magic's solution](#)

**182.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2021-11-30 · last AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[kid\\_magic's solution](#)

**183.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[kid\\_magic's solution](#)

**184.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities  
[kid\\_magic's solution](#)

**185.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[kid\\_magic's solution](#)

**186.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[kid\\_magic's solution](#)

**187.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings  
[kid\\_magic's solution](#)

**188.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,008 global accepts · Rating: 1900 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: combinatorics, math  
[kid\\_magic's solution](#)

**189.**

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: shortest paths  
[kid\\_magic's solution](#)

**190.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[kid\\_magic's solution](#)

**191.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math  
[kid\\_magic's solution](#)

**192.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[kid\\_magic's solution](#)

**193.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[kid\\_magic's solution](#)

**194.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[kid\\_magic's solution](#)

**195.**

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[kid\\_magic's solution](#)

**196.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[kid\\_magic's solution](#)

**197.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[kid\\_magic's solution](#)

**198.**

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[kid\\_magic's solution](#)

**199.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[kid\\_magic's solution](#)

**200.**

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[kid\\_magic's solution](#)

**201.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[kid\\_magic's solution](#)

**202.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[kid\\_magic's solution](#)

**203.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[kid\\_magic's solution](#)

**204.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[kid\\_magic's solution](#)

**205.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[kid\\_magic's solution](#)

**206.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[kid\\_magic's solution](#)

**207.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[kid\\_magic's solution](#)

**208.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[kid\\_magic's solution](#)

**209.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[kid\\_magic's solution](#)

**210.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[kid\\_magic's solution](#)

**211.**

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[kid\\_magic's solution](#)

**212.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kid\\_magic's solution](#)

**213.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, probabilities

[kid\\_magic's solution](#)

**214.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kid\\_magic's solution](#)

**215.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[kid\\_magic's solution](#)

**216.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math  
[kid\\_magic's solution](#)

**217.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers  
[kid\\_magic's solution](#)

**218.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation, math  
[kid\\_magic's solution](#)

**219.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[kid\\_magic's solution](#)

**220.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings  
[kid\\_magic's solution](#)

**221.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings  
[kid\\_magic's solution](#)

**222.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[kid\\_magic's solution](#)

**223.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[kid\\_magic's solution](#)

**224.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy  
[kid\\_magic's solution](#)

**225.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[kid\\_magic's solution](#)

**226.**

1869D2

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

Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[kid\\_magic's solution](#)

**227.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[kid\\_magic's solution](#)

**228.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[kid\\_magic's solution](#)

**229.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[kid\\_magic's solution](#)

**230.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[kid\\_magic's solution](#)

**231.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[kid\\_magic's solution](#)

**232.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[kid\\_magic's solution](#)

**233.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[kid\\_magic's solution](#)

**234.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**235.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2021-07-16 · last AC: 2022-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[kid\\_magic's solution](#)

**236.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[kid\\_magic's solution](#)

**237.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[kid\\_magic's solution](#)

**238.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**239.**

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[kid\\_magic's solution](#)

**240.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kid\\_magic's solution](#)

**241.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[kid\\_magic's solution](#)

**242.**

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[kid\\_magic's solution](#)

**243.**

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[kid\\_magic's solution](#)

**244.**

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[kid\\_magic's solution](#)

**245.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[kid\\_magic's solution](#)

**246.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[kid\\_magic's solution](#)

**247.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar

[kid\\_magic's solution](#)

**248.**

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[kid\\_magic's solution](#)

**249.**

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[kid\\_magic's solution](#)

**250.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[kid\\_magic's solution](#)

**251.**

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[kid\\_magic's solution](#)

**252.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[kid\\_magic's solution](#)

**253.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[kid\\_magic's solution](#)

**254.**

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[kid\\_magic's solution](#)

**255.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[kid\\_magic's solution](#)

**256.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[kid\\_magic's solution](#)

**257.**

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[kid\\_magic's solution](#)

**258.**

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[kid\\_magic's solution](#)

**259.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[kid\\_magic's solution](#)

**260.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[kid\\_magic's solution](#)

**261.**

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[kid\\_magic's solution](#)

**262.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[kid\\_magic's solution](#)

**263.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[kid\\_magic's solution](#)

**264.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kid\\_magic's solution](#)

**265.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[kid\\_magic's solution](#)

**266.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp  
[kid\\_magic's solution](#)

**267.**

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2023-07-22 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[kid\\_magic's solution](#)

**268.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[kid\\_magic's solution](#)

**269.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[kid\\_magic's solution](#)

**270.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings  
[kid\\_magic's solution](#)

**271.**

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[kid\\_magic's solution](#)

**272.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees  
[kid\\_magic's solution](#)

**273.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[kid\\_magic's solution](#)

**274.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[kid\\_magic's solution](#)

**275.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings  
[kid\\_magic's solution](#)

**276.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures  
[kid\\_magic's solution](#)

**277.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[kid\\_magic's solution](#)

**278.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings  
[kid\\_magic's solution](#)

**279.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs  
[kid\\_magic's solution](#)

**280.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[kid\\_magic's solution](#)

**281.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[kid\\_magic's solution](#)

**282.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[kid\\_magic's solution](#)

**283.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[kid\\_magic's solution](#)

**284.**

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[kid\\_magic's solution](#)

**285.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities  
[kid\\_magic's solution](#)

**286.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities  
[kid\\_magic's solution](#)

**287.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[kid\\_magic's solution](#)

**288.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[kid\\_magic's solution](#)

**289.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees  
[kid\\_magic's solution](#)

**290.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[kid\\_magic's solution](#)

**291.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[kid\\_magic's solution](#)

**292.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees  
[kid\\_magic's solution](#)

**293.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers  
[kid\\_magic's solution](#)

**294.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[kid\\_magic's solution](#)

**295.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math  
[kid\\_magic's solution](#)

**296.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[kid\\_magic's solution](#)

**297.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: hashing, strings

[kid\\_magic's solution](#)

**298.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[kid\\_magic's solution](#)

**299.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[kid\\_magic's solution](#)

**300.**

1919F1

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

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

[kid\\_magic's solution](#)

**301.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[kid\\_magic's solution](#)

**302.**

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[kid\\_magic's solution](#)

**303.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[kid\\_magic's solution](#)

**304.**

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[kid\\_magic's solution](#)

**305.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[kid\\_magic's solution](#)

**306.**

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[kid\\_magic's solution](#)

**307.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[kid\\_magic's solution](#)

**308.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[kid\\_magic's solution](#)

**309.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[kid\\_magic's solution](#)

**310.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[kid\\_magic's solution](#)

**311.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[kid\\_magic's solution](#)

**312.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[kid\\_magic's solution](#)

**313.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[kid\\_magic's solution](#)

**314.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[kid\\_magic's solution](#)

**315.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[kid\\_magic's solution](#)

**316.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kid\\_magic's solution](#)

**317.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2021-09-02 · last AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[kid\\_magic's solution](#)

**318.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[kid\\_magic's solution](#)

**319.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kid\\_magic's solution](#)

**320.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**321.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[kid\\_magic's solution](#)

**322.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[kid\\_magic's solution](#)

**323.**

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[kid\\_magic's solution](#)

**324.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[kid\\_magic's solution](#)

**325.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[kid\\_magic's solution](#)

**326.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number

theory

[kid\\_magic's solution](#)

**327.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[kid\\_magic's solution](#)

**328.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kid\\_magic's solution](#)

**329.**

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**330.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[kid\\_magic's solution](#)

**331.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[kid\\_magic's solution](#)

**332.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[kid\\_magic's solution](#)

**333.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2021-07-15 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[kid\\_magic's solution](#)

**334.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[kid\\_magic's solution](#)

**335.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[kid\\_magic's solution](#)

**336.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, shortest paths

[kid\\_magic's solution](#)

**337.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[kid\\_magic's solution](#)

**338.**

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[kid\\_magic's solution](#)

**339.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[kid\\_magic's solution](#)

**340.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[kid\\_magic's solution](#)

**341.**

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-07-06 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kid\\_magic's solution](#)

**342.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[kid\\_magic's solution](#)

**343.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[kid\\_magic's solution](#)

**344.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[kid\\_magic's solution](#)

**345.**

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[kid\\_magic's solution](#)

**346.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[kid\\_magic's solution](#)

**347.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers  
[kid\\_magic's solution](#)

**348.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths  
[kid\\_magic's solution](#)

**349.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[kid\\_magic's solution](#)

**350.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[kid\\_magic's solution](#)

**351.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees  
[kid\\_magic's solution](#)

**352.**

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[kid\\_magic's solution](#)

**353.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[kid\\_magic's solution](#)

**354.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[kid\\_magic's solution](#)

**355.**

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities  
[kid\\_magic's solution](#)

**356.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees  
[kid\\_magic's solution](#)

**357.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[kid\\_magic's solution](#)

**358.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[kid\\_magic's solution](#)

**359.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees  
[kid\\_magic's solution](#)

**360.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[kid\\_magic's solution](#)

**361.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs  
[kid\\_magic's solution](#)

**362.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-07-16 · last AC: 2022-08-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[kid\\_magic's solution](#)

**363.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing  
[kid\\_magic's solution](#)

**364.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[kid\\_magic's solution](#)

**365.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer  
[kid\\_magic's solution](#)

**366.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[kid\\_magic's solution](#)

**367.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-01-10 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[kid\\_magic's solution](#)

**368.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[kid\\_magic's solution](#)

**369.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[kid\\_magic's solution](#)

**370.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kid\\_magic's solution](#)

**371.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[kid\\_magic's solution](#)

**372.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[kid\\_magic's solution](#)

**373.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation

[kid\\_magic's solution](#)

**374.**

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-07-16 · last AC: 2022-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[kid\\_magic's solution](#)

**375.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2021-02-24 · last AC: 2022-02-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[kid\\_magic's solution](#)

**376.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[kid\\_magic's solution](#)

**377.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[kid\\_magic's solution](#)

**378.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs  
[kid\\_magic's solution](#)

**379.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory  
[kid\\_magic's solution](#)

**380.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-02-03 · last AC: 2021-02-03 · GNU C++11 (first AC) · Tags: data structures, dp  
[kid\\_magic's solution](#)

**381.**

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp  
[kid\\_magic's solution](#)

**382.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[kid\\_magic's solution](#)

**383.**

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings  
[kid\\_magic's solution](#)

**384.**

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dsu, math  
[kid\\_magic's solution](#)

**385.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths  
[kid\\_magic's solution](#)

**386.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[kid\\_magic's solution](#)

**387.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[kid\\_magic's solution](#)

**388.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs  
[kid\\_magic's solution](#)

**389.**

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy  
[kid\\_magic's solution](#)

**390.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees  
[kid\\_magic's solution](#)

**391.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[kid\\_magic's solution](#)

**392.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings  
[kid\\_magic's solution](#)

**393.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings  
[kid\\_magic's solution](#)

**394.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math  
[kid\\_magic's solution](#)

**395.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[kid\\_magic's solution](#)

**396.**

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees  
[kid\\_magic's solution](#)

**397.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[kid\\_magic's solution](#)

**398.**

1859E

[Maximum Monogonosity · Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[kid\\_magic's solution](#)

**399.**

825G

[Tree Queries · Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[kid\\_magic's solution](#)

**400.**

997C

[Sky Full of Stars · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[kid\\_magic's solution](#)

**401.**

840C

[On the Bench · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[kid\\_magic's solution](#)

**402.**

813F

[Bipartite Checking · Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[kid\\_magic's solution](#)

**403.**

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[kid\\_magic's solution](#)

**404.**

778C

[Peterson Polyglot · Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[kid\\_magic's solution](#)

**405.**

1188C

[Array Beauty · Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kid\\_magic's solution](#)

**406.**

687D

[Dividing Kingdom II · Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[kid\\_magic's solution](#)

**407.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[kid\\_magic's solution](#)

**408.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[kid\\_magic's solution](#)

**409.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[kid\\_magic's solution](#)

**410.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory  
[kid\\_magic's solution](#)

**411.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[kid\\_magic's solution](#)

**412.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[kid\\_magic's solution](#)

**413.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs  
[kid\\_magic's solution](#)

**414.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[kid\\_magic's solution](#)

**415.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy  
[kid\\_magic's solution](#)

**416.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[kid\\_magic's solution](#)

**417.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, matrices  
[kid\\_magic's solution](#)

**418.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees  
[kid\\_magic's solution](#)

**419.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy  
[kid\\_magic's solution](#)

**420.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math  
[kid\\_magic's solution](#)

**421.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures  
[kid\\_magic's solution](#)

**422.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory  
[kid\\_magic's solution](#)

**423.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees  
[kid\\_magic's solution](#)

**424.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings  
[kid\\_magic's solution](#)

**425.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math  
[kid\\_magic's solution](#)

**426.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[kid\\_magic's solution](#)

**427.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[kid\\_magic's solution](#)

**428.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[kid\\_magic's solution](#)

**429.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[kid\\_magic's solution](#)

**430.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[kid\\_magic's solution](#)

**431.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[kid\\_magic's solution](#)

**432.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[kid\\_magic's solution](#)

**433.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[kid\\_magic's solution](#)

**434.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kid\\_magic's solution](#)

**435.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kid\\_magic's solution](#)

**436.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices  
[kid\\_magic's solution](#)

**437.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory  
[kid\\_magic's solution](#)

**438.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings  
[kid\\_magic's solution](#)

**439.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees  
[kid\\_magic's solution](#)

**440.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees  
[kid\\_magic's solution](#)

**441.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities  
[kid\\_magic's solution](#)

**442.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math  
[kid\\_magic's solution](#)

**443.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer  
[kid\\_magic's solution](#)

**444.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer  
[kid\\_magic's solution](#)

**445.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[kid\\_magic's solution](#)

**446.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-08-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu  
[kid\\_magic's solution](#)

**447.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[kid\\_magic's solution](#)

**448.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[kid\\_magic's solution](#)

**449.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[kid\\_magic's solution](#)

**450.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[kid\\_magic's solution](#)

**451.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[kid\\_magic's solution](#)

**452.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kid\\_magic's solution](#)

**453.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[kid\\_magic's solution](#)

**454.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures

[kid\\_magic's solution](#)

**455.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[kid\\_magic's solution](#)

**456.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[kid\\_magic's solution](#)

**457.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[kid\\_magic's solution](#)

**458.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[kid\\_magic's solution](#)

**459.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[kid\\_magic's solution](#)

**460.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kid\\_magic's solution](#)

**461.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[kid\\_magic's solution](#)

**462.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[kid\\_magic's solution](#)

**463.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kid\\_magic's solution](#)

**464.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2022-06-27 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[kid\\_magic's solution](#)

**465.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[kid\\_magic's solution](#)

**466.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[kid\\_magic's solution](#)

**467.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees  
[kid\\_magic's solution](#)

**468.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[kid\\_magic's solution](#)

**469.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[kid\\_magic's solution](#)

**470.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs  
[kid\\_magic's solution](#)

**471.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory  
[kid\\_magic's solution](#)

**472.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees  
[kid\\_magic's solution](#)

**473.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[kid\\_magic's solution](#)

**474.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[kid\\_magic's solution](#)

**475.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[kid\\_magic's solution](#)

**476.**

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[kid\\_magic's solution](#)

**477.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry,

number theory

[kid\\_magic's solution](#)

**478.**

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[kid\\_magic's solution](#)

**479.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[kid\\_magic's solution](#)

**480.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing

[kid\\_magic's solution](#)

**481.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[kid\\_magic's solution](#)

**482.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[kid\\_magic's solution](#)

**483.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**484.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy

[kid\\_magic's solution](#)

**485.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[kid\\_magic's solution](#)

**486.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[kid\\_magic's solution](#)

**487.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[kid\\_magic's solution](#)

**488.**

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[kid\\_magic's solution](#)

**489.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[kid\\_magic's solution](#)

**490.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[kid\\_magic's solution](#)

**491.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[kid\\_magic's solution](#)

**492.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[kid\\_magic's solution](#)

**493.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[kid\\_magic's solution](#)

**494.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths

[kid\\_magic's solution](#)

**495.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[kid\\_magic's solution](#)

**496.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[kid\\_magic's solution](#)

**497.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[kid\\_magic's solution](#)

**498.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[kid\\_magic's solution](#)

**499.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[kid\\_magic's solution](#)

**500.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[kid\\_magic's solution](#)

**501.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[kid\\_magic's solution](#)

**502.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-02-10 · last AC: 2021-02-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[kid\\_magic's solution](#)

**503.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[kid\\_magic's solution](#)

**504.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[kid\\_magic's solution](#)

**505.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[kid\\_magic's solution](#)

**506.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[kid\\_magic's solution](#)

**507.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[kid\\_magic's solution](#)

**508.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[kid\\_magic's solution](#)

**509.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[kid\\_magic's solution](#)

**510.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[kid\\_magic's solution](#)

**511.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[kid\\_magic's solution](#)

**512.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[kid\\_magic's solution](#)

**513.**

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[kid\\_magic's solution](#)

**514.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[kid\\_magic's solution](#)

**515.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[kid\\_magic's solution](#)

**516.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[kid\\_magic's solution](#)

**517.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, number theory, trees

[kid\\_magic's solution](#)

**518.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[kid\\_magic's solution](#)

**519.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-07-07 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[kid\\_magic's solution](#)

**520.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 2700 · first AC: 2022-11-15 · last AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[kid\\_magic's solution](#)

**521.**

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[kid\\_magic's solution](#)

**522.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**523.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[kid\\_magic's solution](#)

**524.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2022-09-22 · last AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[kid\\_magic's solution](#)

**525.**

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[kid\\_magic's solution](#)

**526.**

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kid\\_magic's solution](#)

**527.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities  
[kid\\_magic's solution](#)

**528.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[kid\\_magic's solution](#)

**529.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs  
[kid\\_magic's solution](#)

**530.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings  
[kid\\_magic's solution](#)

**531.**

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs  
[kid\\_magic's solution](#)

**532.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[kid\\_magic's solution](#)

**533.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees  
[kid\\_magic's solution](#)

**534.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory  
[kid\\_magic's solution](#)

**535.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[kid\\_magic's solution](#)

**536.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings  
[kid\\_magic's solution](#)

**537.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices  
[kid\\_magic's solution](#)

**538.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[kid\\_magic's solution](#)

**539.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-06-29 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[kid\\_magic's solution](#)

**540.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[kid\\_magic's solution](#)

**541.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[kid\\_magic's solution](#)

**542.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[kid\\_magic's solution](#)

**543.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[kid\\_magic's solution](#)

**544.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[kid\\_magic's solution](#)

**545.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[kid\\_magic's solution](#)

**546.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[kid\\_magic's solution](#)

**547.**

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[kid\\_magic's solution](#)

**548.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[kid\\_magic's solution](#)

**549.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: math, matrices

[kid\\_magic's solution](#)

**550.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[kid\\_magic's solution](#)

**551.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[kid\\_magic's solution](#)

**552.**

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[kid\\_magic's solution](#)

**553.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kid\\_magic's solution](#)

**554.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[kid\\_magic's solution](#)

**555.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[kid\\_magic's solution](#)

**556.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[kid\\_magic's solution](#)

**557.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[kid\\_magic's solution](#)

**558.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[kid\\_magic's solution](#)

**559.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[kid\\_magic's solution](#)

**560.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[kid\\_magic's solution](#)

**561.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[kid\\_magic's solution](#)

**562.**

1853F

[Miriany and Matchstick](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kid\\_magic's solution](#)

**563.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[kid\\_magic's solution](#)

**564.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kid\\_magic's solution](#)

**565.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math, number theory

[kid\\_magic's solution](#)

**566.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[kid\\_magic's solution](#)

**567.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[kid\\_magic's solution](#)

**568.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[kid\\_magic's solution](#)

**569.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[kid\\_magic's solution](#)

**570.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[kid\\_magic's solution](#)

**571.**

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kid\\_magic's solution](#)

**572.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[kid\\_magic's solution](#)

**573.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[kid\\_magic's solution](#)

**574.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[kid\\_magic's solution](#)

**575.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[kid\\_magic's solution](#)

**576.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[kid\\_magic's solution](#)

**577.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[kid\\_magic's solution](#)

**578.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[kid\\_magic's solution](#)

**579.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[kid\\_magic's solution](#)

**580.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[kid\\_magic's solution](#)

**581.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kid\\_magic's solution](#)

**582.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[kid\\_magic's solution](#)

**583.**

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[kid\\_magic's solution](#)

**584.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[kid\\_magic's solution](#)

**585.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[kid\\_magic's solution](#)

**586.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[kid\\_magic's solution](#)

**587.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[kid\\_magic's solution](#)

**588.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

trees

[kid\\_magic's solution](#)

**589.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[kid\\_magic's solution](#)

**590.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[kid\\_magic's solution](#)

**591.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[kid\\_magic's solution](#)

**592.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[kid\\_magic's solution](#)

**593.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[kid\\_magic's solution](#)

**594.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**595.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[kid\\_magic's solution](#)

**596.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[kid\\_magic's solution](#)

**597.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[kid\\_magic's solution](#)

**598.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[kid\\_magic's solution](#)

**599.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[kid\\_magic's solution](#)

**600.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[kid\\_magic's solution](#)

**601.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[kid\\_magic's solution](#)

**602.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[kid\\_magic's solution](#)

**603.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[kid\\_magic's solution](#)

**604.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[kid\\_magic's solution](#)

**605.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[kid\\_magic's solution](#)

**606.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2023-09-24 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[kid\\_magic's solution](#)

**607.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[kid\\_magic's solution](#)

**608.**

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[kid\\_magic's solution](#)

**609.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[kid\\_magic's solution](#)

**610.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[kid\\_magic's solution](#)

**611.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[kid\\_magic's solution](#)

**612.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[kid\\_magic's solution](#)

**613.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[kid\\_magic's solution](#)

**614.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[kid\\_magic's solution](#)

**615.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[kid\\_magic's solution](#)

**616.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[kid\\_magic's solution](#)

**617.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[kid\\_magic's solution](#)

**618.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms

[kid\\_magic's solution](#)

**619.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[kid\\_magic's solution](#)

**620.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**621.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[kid\\_magic's solution](#)

**622.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**623.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[kid\\_magic's solution](#)

**624.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[kid\\_magic's solution](#)

**625.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[kid\\_magic's solution](#)

**626.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[kid\\_magic's solution](#)

**627.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[kid\\_magic's solution](#)

**628.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**629.**

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kid\\_magic's solution](#)

**630.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[kid\\_magic's solution](#)

**631.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[kid\\_magic's solution](#)

**632.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[kid\\_magic's solution](#)

**633.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[kid\\_magic's solution](#)

**634.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[kid\\_magic's solution](#)

**635.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[kid\\_magic's solution](#)

**636.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-06-08 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[kid\\_magic's solution](#)

**637.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[kid\\_magic's solution](#)

**638.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**639.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

graphs, trees

[kid\\_magic's solution](#)

**640.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[kid\\_magic's solution](#)

**641.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[kid\\_magic's solution](#)

**642.**

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[kid\\_magic's solution](#)

**643.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[kid\\_magic's solution](#)

**644.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[kid\\_magic's solution](#)

**645.**

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[kid\\_magic's solution](#)

**646.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[kid\\_magic's solution](#)

**647.**

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[kid\\_magic's solution](#)

**648.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, trees

[kid\\_magic's solution](#)

**649.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kid\\_magic's solution](#)

**650.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp  
[kid\\_magic's solution](#)

**651.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp  
[kid\\_magic's solution](#)

**652.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[kid\\_magic's solution](#)

**653.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[kid\\_magic's solution](#)

**654.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[kid\\_magic's solution](#)

**655.**

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[kid\\_magic's solution](#)

**656.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[kid\\_magic's solution](#)

**657.**

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

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**663.**

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**667.**

101194G

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Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**668.**

102979C

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**669.**

102900B

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**670.**

undefined326

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**671.**

396C

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Quality: 1,806 global accepts · Rating: — · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, graphs, trees  
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**672.**

399B

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