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Unique solved — kilomiles

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- 1.**
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- 2.**
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- 3.**
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- 7.**
1998A
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- 8.**
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1902A

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1884A

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26.

1877A

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27.

1855A

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28.

1859A

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29.

1882A

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30.

1867A

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31.

1858A

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1864A

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33.

1633B

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34.

1633A

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35.

1626A

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36.

1622A

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38.

1612A

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39.

1598A

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1574A

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41.

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42.

1550A

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43.

1535A

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44.

1525A

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46.

1519A

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47.

1511A

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48.

1499A

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49.

1487A

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50.

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52.

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53.

1904A

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54.

1896B

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55.

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1888A

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57.

1855B

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58.

1869A

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59.

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60.

1613A

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62.

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63.

1555A

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66.

1494A

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1916B

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70.

1894B

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71.

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72.

1877B

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73.

1859B

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74.

1858C

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75.

1622B

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76.

1620B

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77.

1613B

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78.

1598B

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79.

1569B

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80.

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81.

1499B

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82.

1476A

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83.

1473B

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84.

1469B

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85.

1469A

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86.

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88.

1920B

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89.

1917B

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90.

1902B

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91.

1905B

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92.

1904B

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93.

1891B

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94.

1884B

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95.

1869B

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96.

1867B

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97.

1864B

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98.

1633C

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99.

1626B

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100.

1606B

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101.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[kilomiles's solution](#)

102.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[kilomiles's solution](#)

103.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[kilomiles's solution](#)

104.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[kilomiles's solution](#)

105.

2174A

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

Quality: 14,304 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[kilomiles's solution](#)

106.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[kilomiles's solution](#)

107.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[kilomiles's solution](#)

108.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[kilomiles's solution](#)

109.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[kilomiles's solution](#)

110.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[kilomiles's solution](#)

111.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[kilomiles's solution](#)

112.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[kilomiles's solution](#)

113.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[kilomiles's solution](#)

114.

1875B

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

Rating: 1200 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[kilomiles's solution](#)

115.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[kilomiles's solution](#)

116.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[kilomiles's solution](#)

117.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,690 global accepts · Rating: 1200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kilomiles's solution](#)

118.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[kilomiles's solution](#)

119.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[kilomiles's solution](#)

120.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[kilomiles's solution](#)

121.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kilomiles's solution](#)

122.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[kilomiles's solution](#)

123.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[kilomiles's solution](#)

124.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[kilomiles's solution](#)

125.

1890C

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

Rating: 1300 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
[kilomiles's solution](#)

126.

1869C

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

Rating: 1300 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kilomiles's solution](#)

127.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[kilomiles's solution](#)

128.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[kilomiles's solution](#)

129.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[kilomiles's solution](#)

130.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1300 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[kilomiles's solution](#)

131.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[kilomiles's solution](#)

132.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[kilomiles's solution](#)

133.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[kilomiles's solution](#)

134.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[kilomiles's solution](#)

135.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kilomiles's solution](#)

136.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[kilomiles's solution](#)

137.

1919C

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

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kilomiles's solution](#)

138.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[kilomiles's solution](#)

139.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kilomiles's solution](#)

140.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[kilomiles's solution](#)

141.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kilomiles's solution](#)

142.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[kilomiles's solution](#)

143.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[kilomiles's solution](#)

144.

1888D1

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

Rating: 1400 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[kilomiles's solution](#)

145.

1888C

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

Rating: 1400 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kilomiles's solution](#)

146.

1855C1

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

Rating: 1400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kilomiles's solution](#)

147.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[kilomiles's solution](#)

148.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[kilomiles's solution](#)

149.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[kilomiles's solution](#)

150.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[kilomiles's solution](#)

151.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[kilomiles's solution](#)

152.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kilomiles's solution](#)

153.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kilomiles's solution](#)

154.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1500 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[kilomiles's solution](#)

155.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[kilomiles's solution](#)

156.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[kilomiles's solution](#)

157.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[kilomiles's solution](#)

158.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[kilomiles's solution](#)

159.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[kilomiles's solution](#)

160.

1487D

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

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[kilomiles's solution](#)

161.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[kilomiles's solution](#)

162.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kilomiles's solution](#)

163.

2157D

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

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[kilomiles's solution](#)

164.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[kilomiles's solution](#)

165.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[kilomiles's solution](#)

166.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[kilomiles's solution](#)

167.

1920C

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

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[kilomiles's solution](#)

168.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[kilomiles's solution](#)

169.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[kilomiles's solution](#)

170.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kilomiles's solution](#)

171.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[kilomiles's solution](#)

172.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[kilomiles's solution](#)

173.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kilomiles's solution](#)

174.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[kilomiles's solution](#)

175.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[kilomiles's solution](#)

176.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[kilomiles's solution](#)

177.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[kilomiles's solution](#)

178.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[kilomiles's solution](#)

179.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[kilomiles's solution](#)

180.

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[kilomiles's solution](#)

181.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[kilomiles's solution](#)

182.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[kilomiles's solution](#)

183.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[kilomiles's solution](#)

184.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[kilomiles's solution](#)

185.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[kilomiles's solution](#)

186.

1903D1

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

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[kilomiles's solution](#)

187.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[kilomiles's solution](#)

188.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[kilomiles's solution](#)

189.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[kilomiles's solution](#)

190.

1890D

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

Rating: 1700 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings
[kilomiles's solution](#)

191.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[kilomiles's solution](#)

192.

1869D1

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

Rating: 1700 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[kilomiles's solution](#)

193.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[kilomiles's solution](#)

194.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1700 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[kilomiles's solution](#)

195.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[kilomiles's solution](#)

196.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[kilomiles's solution](#)

197.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[kilomiles's solution](#)

198.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[kilomiles's solution](#)

199.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[kilomiles's solution](#)

200.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[kilomiles's solution](#)

201.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[kilomiles's solution](#)

202.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[kilomiles's solution](#)

203.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs, greedy, implementation

[kilomiles's solution](#)

204.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[kilomiles's solution](#)

205.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[kilomiles's solution](#)

206.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[kilomiles's solution](#)

207.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kilomiles's solution](#)

208.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kilomiles's solution](#)

209.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[kilomiles's solution](#)

210.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[kilomiles's solution](#)

211.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[kilomiles's solution](#)

212.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[kilomiles's solution](#)

213.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, implementation

[kilomiles's solution](#)

214.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[kilomiles's solution](#)

215.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[kilomiles's solution](#)

216.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[kilomiles's solution](#)

217.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kilomiles's solution](#)

218.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kilomiles's solution](#)

219.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[kilomiles's solution](#)

220.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[kilomiles's solution](#)

221.

1888D2

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

Rating: 1900 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[kilomiles's solution](#)

222.

1855C2

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

Rating: 1900 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kilomiles's solution](#)

223.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[kilomiles's solution](#)

224.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[kilomiles's solution](#)

225.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[kilomiles's solution](#)

226.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[kilomiles's solution](#)

227.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[kilomiles's solution](#)

228.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[kilomiles's solution](#)

229.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[kilomiles's solution](#)

230.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[kilomiles's solution](#)

231.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[kilomiles's solution](#)

232.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[kilomiles's solution](#)

233.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[kilomiles's solution](#)

234.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[kilomiles's solution](#)

235.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[kilomiles's solution](#)

236.

1894E

[Freedom of Choice](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[kilomiles's solution](#)

237.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[kilomiles's solution](#)

238.

1890E1

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

Rating: 2000 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[kilomiles's solution](#)

239.

1867E1

[Salg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[kilomiles's solution](#)

240.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[kilomiles's solution](#)

241.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[kilomiles's solution](#)

242.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[kilomiles's solution](#)

243.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[kilomiles's solution](#)

244.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[kilomiles's solution](#)

245.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[kilomiles's solution](#)

246.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[kilomiles's solution](#)

247.

2150C

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

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[kilomiles's solution](#)

248.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[kilomiles's solution](#)

249.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[kilomiles's solution](#)

250.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[kilomiles's solution](#)

251.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

252.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[kilomiles's solution](#)

253.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[kilomiles's solution](#)

254.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[kilomiles's solution](#)

255.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[kilomiles's solution](#)

256.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[kilomiles's solution](#)

257.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[kilomiles's solution](#)

258.

1869D2

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

Rating: 2100 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[kilomiles's solution](#)

259.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[kilomiles's solution](#)

260.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[kilomiles's solution](#)

261.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

262.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[kilomiles's solution](#)

263.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[kilomiles's solution](#)

264.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[kilomiles's solution](#)

265.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[kilomiles's solution](#)

266.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[kilomiles's solution](#)

267.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[kilomiles's solution](#)

268.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

269.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[kilomiles's solution](#)

270.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[kilomiles's solution](#)

271.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[kilomiles's solution](#)

272.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[kilomiles's solution](#)

273.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[kilomiles's solution](#)

274.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[kilomiles's solution](#)

275.

1898E

[Sofia and Strings · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[kilomiles's solution](#)

276.

1855D

[Earn or Unlock · Tutorial](#)

Rating: 2200 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[kilomiles's solution](#)

277.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
[kilomiles's solution](#)

278.

1858D

[Trees and Segments · Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[kilomiles's solution](#)

279.

1622E

[Math Test · Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[kilomiles's solution](#)

280.

1535E

[Gold Transfer · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[kilomiles's solution](#)

281.

888G

[Xor-MST · Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2024-08-16 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[kilomiles's solution](#)

282.

1139D

[Steps to One · Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities
[kilomiles's solution](#)

283.

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[kilomiles's solution](#)

284.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-03-28 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[kilomiles's solution](#)

285.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[kilomiles's solution](#)

286.

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[kilomiles's solution](#)

287.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[kilomiles's solution](#)

288.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[kilomiles's solution](#)

289.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[kilomiles's solution](#)

290.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[kilomiles's solution](#)

291.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[kilomiles's solution](#)

292.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kilomiles's solution](#)

293.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[kilomiles's solution](#)

294.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[kilomiles's solution](#)

295.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kilomiles's solution](#)

296.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[kilomiles's solution](#)

297.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[kilomiles's solution](#)

298.

1875F

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

Rating: 2300 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[kilomiles's solution](#)

299.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[kilomiles's solution](#)

300.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[kilomiles's solution](#)

301.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[kilomiles's solution](#)

302.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[kilomiles's solution](#)

303.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[kilomiles's solution](#)

304.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[kilomiles's solution](#)

305.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[kilomiles's solution](#)

306.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[kilomiles's solution](#)

307.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[kilomiles's solution](#)

308.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[kilomiles's solution](#)

309.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[kilomiles's solution](#)

310.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[kilomiles's solution](#)

311.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[kilomiles's solution](#)

312.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[kilomiles's solution](#)

313.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[kilomiles's solution](#)

314.

2063F1

[Counting Is Not Fun \(Easy Version\) · Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[kilomiles's solution](#)

315.

865D

[Buy Low Sell High · Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kilomiles's solution](#)

316.

125E

[MST Company · Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[kilomiles's solution](#)

317.

1082G

[Petya and Graph · Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[kilomiles's solution](#)

318.

2024E

[C+K+S · Tutorial](#)

Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, hashing, strings

[kilomiles's solution](#)

319.

1830C

[Hyperregular Bracket Strings · Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[kilomiles's solution](#)

320.

869E

[The Untended Antiquity · Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[kilomiles's solution](#)

321.

1713E

[Cross Swapping · Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[kilomiles's solution](#)

322.

1794E

[Labeling the Tree with Distances · Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[kilomiles's solution](#)

323.

710F

[String Set Queries · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[kilomiles's solution](#)

324.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[kilomiles's solution](#)

325.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[kilomiles's solution](#)

326.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[kilomiles's solution](#)

327.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[kilomiles's solution](#)

328.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

329.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[kilomiles's solution](#)

330.

1875E

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

Rating: 2400 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[kilomiles's solution](#)

331.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[kilomiles's solution](#)

332.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[kilomiles's solution](#)

333.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[kilomiles's solution](#)

334.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[kilomiles's solution](#)

335.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[kilomiles's solution](#)

336.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[kilomiles's solution](#)

337.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[kilomiles's solution](#)

338.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[kilomiles's solution](#)

339.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[kilomiles's solution](#)

340.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-09-26 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[kilomiles's solution](#)

341.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[kilomiles's solution](#)

342.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[kilomiles's solution](#)

343.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

344.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[kilomiles's solution](#)

345.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[kilomiles's solution](#)

346.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[kilomiles's solution](#)

347.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees
[kilomiles's solution](#)

348.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry
[kilomiles's solution](#)

349.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[kilomiles's solution](#)

350.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[kilomiles's solution](#)

351.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[kilomiles's solution](#)

352.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math
[kilomiles's solution](#)

353.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[kilomiles's solution](#)

354.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[kilomiles's solution](#)

355.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[kilomiles's solution](#)

356.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[kilomiles's solution](#)

357.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[kilomiles's solution](#)

358.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation
[kilomiles's solution](#)

359.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths
[kilomiles's solution](#)

360.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[kilomiles's solution](#)

361.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[kilomiles's solution](#)

362.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[kilomiles's solution](#)

363.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
[kilomiles's solution](#)

364.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[kilomiles's solution](#)

365.

1904E

[Tree Queries · Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[kilomiles's solution](#)

366.

1891E

[Brukhovich and Exams · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[kilomiles's solution](#)

367.

1877F

[Lexichromatography · Tutorial](#)

Rating: 2500 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu

[kilomiles's solution](#)

368.

1855E

[Expected Destruction · Tutorial](#)

Rating: 2500 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kilomiles's solution](#)

369.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[kilomiles's solution](#)

370.

1612G

[Max Sum Array · Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[kilomiles's solution](#)

371.

1574E

[Coloring · Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[kilomiles's solution](#)

372.

1550E

[Stringforces · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[kilomiles's solution](#)

373.

662C

[Binary Table · Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[kilomiles's solution](#)

374.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

375.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[kilomiles's solution](#)

376.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[kilomiles's solution](#)

377.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[kilomiles's solution](#)

378.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[kilomiles's solution](#)

379.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[kilomiles's solution](#)

380.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[kilomiles's solution](#)

381.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[kilomiles's solution](#)

382.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[kilomiles's solution](#)

383.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[kilomiles's solution](#)

384.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[kilomiles's solution](#)

385.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[kilomiles's solution](#)

386.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-10-05 · last AC: 2024-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[kilomiles's solution](#)

387.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[kilomiles's solution](#)

388.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[kilomiles's solution](#)

389.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[kilomiles's solution](#)

390.

1890E2

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

Rating: 2600 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[kilomiles's solution](#)

391.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[kilomiles's solution](#)

392.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[kilomiles's solution](#)

393.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[kilomiles's solution](#)

394.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[kilomiles's solution](#)

395.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[kilomiles's solution](#)

396.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

397.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[kilomiles's solution](#)

398.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kilomiles's solution](#)

399.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[kilomiles's solution](#)

400.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[kilomiles's solution](#)

401.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

402.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[kilomiles's solution](#)

403.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory

[kilomiles's solution](#)

404.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[kilomiles's solution](#)

405.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[kilomiles's solution](#)

406.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[kilomiles's solution](#)

407.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[kilomiles's solution](#)

408.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[kilomiles's solution](#)

409.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[kilomiles's solution](#)

410.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[kilomiles's solution](#)

411.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[kilomiles's solution](#)

412.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[kilomiles's solution](#)

413.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: flows

[kilomiles's solution](#)

414.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[kilomiles's solution](#)

415.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[kilomiles's solution](#)

416.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[kilomiles's solution](#)

417.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[kilomiles's solution](#)

418.

2127F

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

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[kilomiles's solution](#)

419.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-08-26 · last AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

420.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[kilomiles's solution](#)

421.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[kilomiles's solution](#)

422.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[kilomiles's solution](#)

423.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[kilomiles's solution](#)

424.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[kilomiles's solution](#)

425.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, trees
[kilomiles's solution](#)

426.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices
[kilomiles's solution](#)

427.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[kilomiles's solution](#)

428.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[kilomiles's solution](#)

429.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[kilomiles's solution](#)

430.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[kilomiles's solution](#)

431.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities
[kilomiles's solution](#)

432.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[kilomiles's solution](#)

433.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs
[kilomiles's solution](#)

434.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[kilomiles's solution](#)

435.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[kilomiles's solution](#)

436.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[kilomiles's solution](#)

437.

2031F

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

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[kilomiles's solution](#)

438.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-08-06 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[kilomiles's solution](#)

439.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: flows

[kilomiles's solution](#)

440.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[kilomiles's solution](#)

441.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[kilomiles's solution](#)

442.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[kilomiles's solution](#)

443.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[kilomiles's solution](#)

444.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[kilomiles's solution](#)

445.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[kilomiles's solution](#)

446.

1875G

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

Rating: 2800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[kilomiles's solution](#)

447.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[kilomiles's solution](#)

448.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[kilomiles's solution](#)

449.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[kilomiles's solution](#)

450.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[kilomiles's solution](#)

451.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[kilomiles's solution](#)

452.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[kilomiles's solution](#)

453.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-08-24 · last AC: 2025-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[kilomiles's solution](#)

454.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kilomiles's solution](#)

455.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[kilomiles's solution](#)

456.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[kilomiles's solution](#)

457.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[kilomiles's solution](#)

458.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[kilomiles's solution](#)

459.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

460.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[kilomiles's solution](#)

461.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[kilomiles's solution](#)

462.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[kilomiles's solution](#)

463.

2024F

[Many Games](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[kilomiles's solution](#)

464.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[kilomiles's solution](#)

465.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[kilomiles's solution](#)

466.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft
[kilomiles's solution](#)

467.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[kilomiles's solution](#)

468.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[kilomiles's solution](#)

469.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[kilomiles's solution](#)

470.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[kilomiles's solution](#)

471.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-01-08 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[kilomiles's solution](#)

472.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[kilomiles's solution](#)

473.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-01-23 · last AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

474.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[kilomiles's solution](#)

475.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[kilomiles's solution](#)

476.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[kilomiles's solution](#)

477.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[kilomiles's solution](#)

478.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[kilomiles's solution](#)

479.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[kilomiles's solution](#)

480.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[kilomiles's solution](#)

481.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[kilomiles's solution](#)

482.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

483.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2025-01-09 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[kilomiles's solution](#)

484.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[kilomiles's solution](#)

485.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[kilomiles's solution](#)

486.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[kilomiles's solution](#)

487.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[kilomiles's solution](#)

488.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy
[kilomiles's solution](#)

489.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[kilomiles's solution](#)

490.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[kilomiles's solution](#)

491.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[kilomiles's solution](#)

492.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[kilomiles's solution](#)

493.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[kilomiles's solution](#)

494.

1890F

[Game of Stacks](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[kilomiles's solution](#)

495.

1869F

[Flower-like Pseudotree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees
[kilomiles's solution](#)

496.

1855F

[Michael and Hotel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[kilomiles's solution](#)

497.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[kilomiles's solution](#)

498.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[kilomiles's solution](#)

499.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kilomiles's solution](#)

500.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[kilomiles's solution](#)

501.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[kilomiles's solution](#)

502.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

503.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

504.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-02-26 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

505.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[kilomiles's solution](#)

506.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[kilomiles's solution](#)

507.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[kilomiles's solution](#)

508.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[kilomiles's solution](#)

509.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[kilomiles's solution](#)

510.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[kilomiles's solution](#)

511.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[kilomiles's solution](#)

512.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[kilomiles's solution](#)

513.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[kilomiles's solution](#)

514.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-02-08 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[kilomiles's solution](#)

515.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[kilomiles's solution](#)

516.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[kilomiles's solution](#)

517.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees
[kilomiles's solution](#)

518.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[kilomiles's solution](#)

519.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kilomiles's solution](#)

520.

1882E2

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

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[kilomiles's solution](#)

521.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[kilomiles's solution](#)

522.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
[kilomiles's solution](#)

523.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[kilomiles's solution](#)

524.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp
[kilomiles's solution](#)

525.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kilomiles's solution](#)

526.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[kilomiles's solution](#)

527.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[kilomiles's solution](#)

528.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[kilomiles's solution](#)

529.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kilomiles's solution](#)

530.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[kilomiles's solution](#)

531.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[kilomiles's solution](#)

532.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[kilomiles's solution](#)

533.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[kilomiles's solution](#)

534.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[kilomiles's solution](#)

535.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kilomiles's solution](#)

536.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[kilomiles's solution](#)

537.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[kilomiles's solution](#)

538.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[kilomiles's solution](#)

539.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: trees
[kilomiles's solution](#)

540.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, string suffix structures, strings
[kilomiles's solution](#)

541.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[kilomiles's solution](#)

542.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[kilomiles's solution](#)

543.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2025-01-08 · last AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kilomiles's solution](#)

544.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-09-18 · last AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing
[kilomiles's solution](#)

545.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, trees
[kilomiles's solution](#)

546.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[kilomiles's solution](#)

547.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[kilomiles's solution](#)

548.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number

theory

[kilomiles's solution](#)

549.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[kilomiles's solution](#)

550.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[kilomiles's solution](#)

551.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[kilomiles's solution](#)

552.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[kilomiles's solution](#)

553.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[kilomiles's solution](#)

554.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[kilomiles's solution](#)

555.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[kilomiles's solution](#)

556.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[kilomiles's solution](#)

557.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[kilomiles's solution](#)

558.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[kilomiles's solution](#)

559.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: fft, graphs, trees
[kilomiles's solution](#)

560.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kilomiles's solution](#)

561.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers
[kilomiles's solution](#)

562.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[kilomiles's solution](#)

563.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[kilomiles's solution](#)

564.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math
[kilomiles's solution](#)

565.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kilomiles's solution](#)

566.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[kilomiles's solution](#)

567.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[kilomiles's solution](#)

568.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

569.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kilomiles's solution](#)

570.

1967E2

[Again Counting Arrays \(Hard Version\) · Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[kilomiles's solution](#)

571.

750H

[New Year and Snowy Grid · Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive
[kilomiles's solution](#)

572.

1034D

[Intervals of Intervals · Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[kilomiles's solution](#)

573.

1707E

[Replace · Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[kilomiles's solution](#)

574.

1515H

[Phoenix and Bits · Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, sortings
[kilomiles's solution](#)

575.

102059B

[Dev, Please Add This! · Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

576.

100959B

[Airports · Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

577.

103470K

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

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

578.

103470F

[Paimon Polygon · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

579.

103470B

[Puzzle in Inazuma · Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

580.

103470L

[Secret of Tianqiu Valley · Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[kilomiles's solution](#)

581.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

582.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

583.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

584.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

585.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

586.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[kilomiles's solution](#)

587.

103470C

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100162G

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104008H

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103107A

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103409H

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104901F

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603.

102428J

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105222D

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605.

104008J

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606.

102331B

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607.

103428C

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608.

1952B

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